CHRONO TRIGGER™

Nintendo®

PLAYER'S GUIDE

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The complete guide to the past, present and future—straight from the pros at Nintendo

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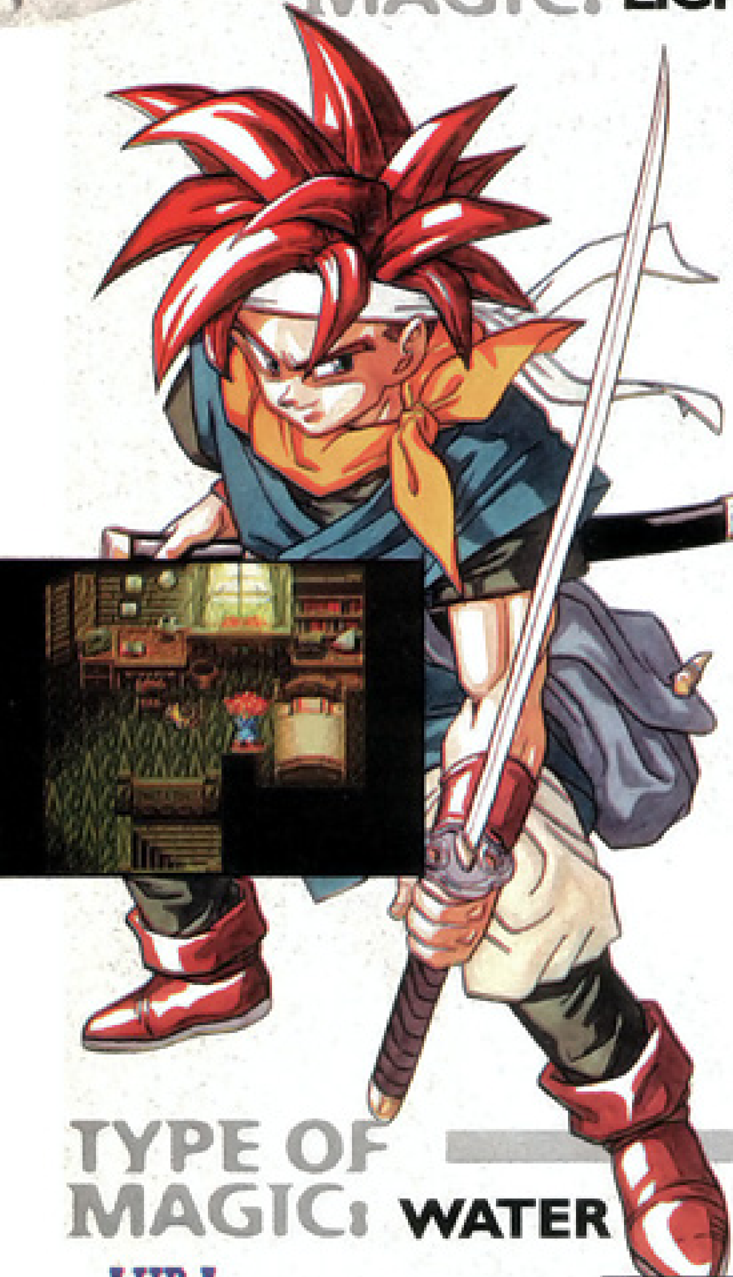
Character Guide

Crono

TYPE OF MAGIC: **LIGHTNING**



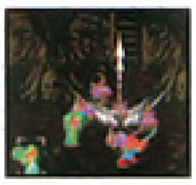
Only one young lad has the ability to gain the knowledge and skill needed to alter the future and change the destiny of his planet. Crono may be young and inexperienced at the start of this adventure, but he's a skilled swordsman who will soon learn to harness the power of Lightning Magic spells.

CYCLONE

Execute a whirling sword slash to damage multiple enemies standing close together.

SLASH

Crono cuts a wide swath with his trusty blade, leaving enemies shaking in their boots.



LIGHTNING

When he harnesses the magical power of Lightning, Crono can shock nearby enemies.

SPINCUT

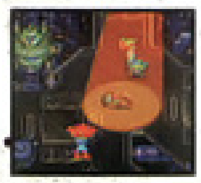
Crono can do twice the damage on enemies using this Tech Skill with a twist.

LIGHTNING 2

All enemies on the screen get zapped with a jolt of electricity from this Single Tech attack.

LIFE

Resuscitate a character whose HP is depleted, bringing him or her back to life during a battle.



CONFUSE

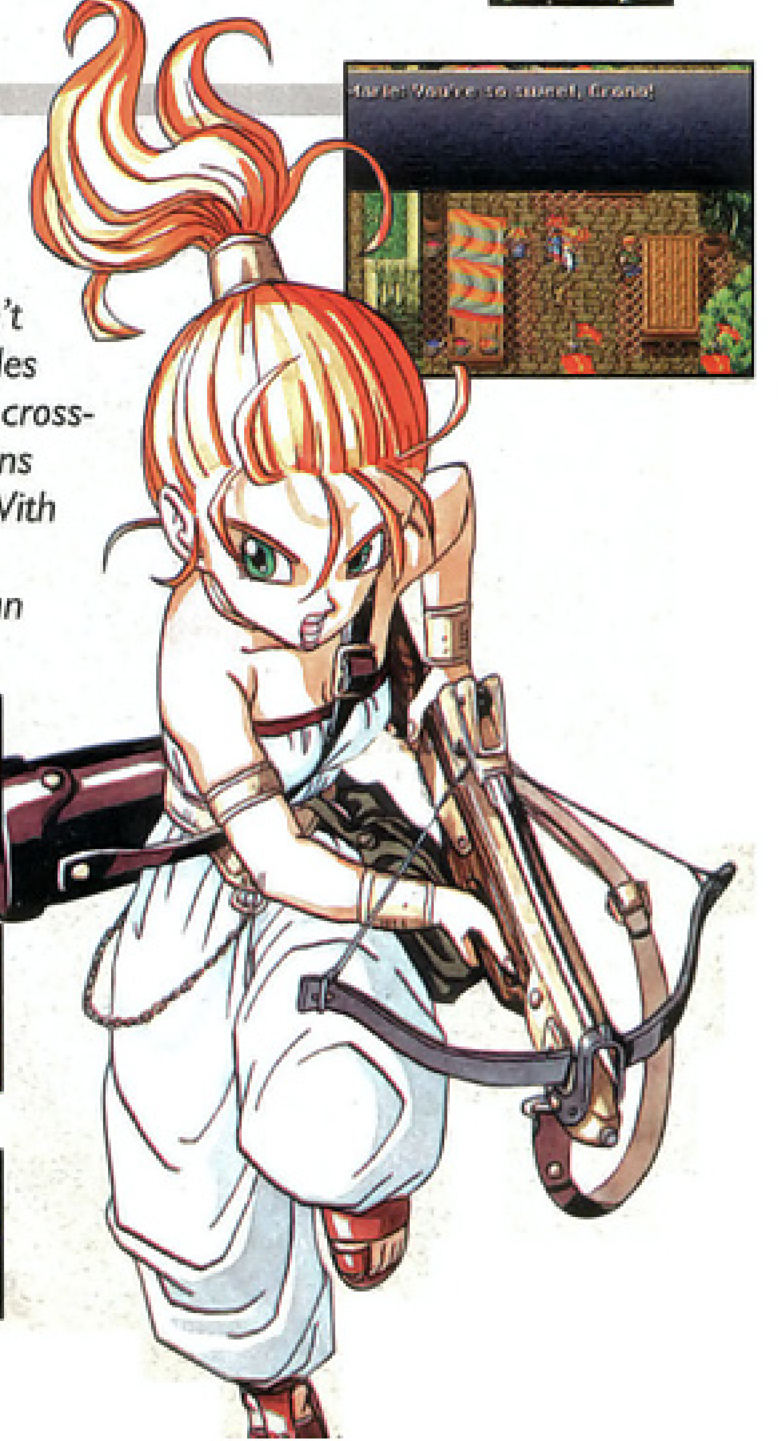
Pounce on a selected enemy's head and slash with Crono's sword four times.

LUMINAIRE

Crono emits a bright ray of light that can have a radical effect on all enemies in the battle.

Marle

TYPE OF MAGIC: **WATER**



Marle: You're so sweet, Crono!

Marle, who Crono meets early in his adventure, is really Princess Nadia of Guardia Castle. Since being a Princess isn't all that it's cracked up to be, Marle decides to join Crono on his quest. Armed with a crossbow from the start, Marle eventually learns how to use the power of Water Magic. With her newfound magical powers, Marle becomes a deadly adversary and an excellent addition to Crono's team.

AURA

Marle has the ability to partially restore another character's HP, which is especially useful during long battles.

PROVOKE

With the ability to taunt and confuse many types of enemies, Marle can make them more vulnerable to other attacks.

ICE

Marle literally freezes her opponents in their tracks when she shoots a block of ice directly at them.

CURE

In battle, when one of her teammates needs to have HP almost entirely restored, Marle has the healer's touch.

HASTE

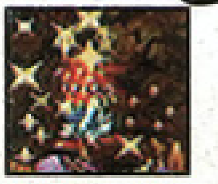
Using this Single Tech power, Marle can instantly speed up the battle gauge of one of her comrades.

ICE 2

Using her Ice 2 spell, Marle can launch a huge block of ice at all enemies that she's facing.

CURE 2

Marle can completely restore a character's HP with this advanced skill. It's especially useful during long, battles.

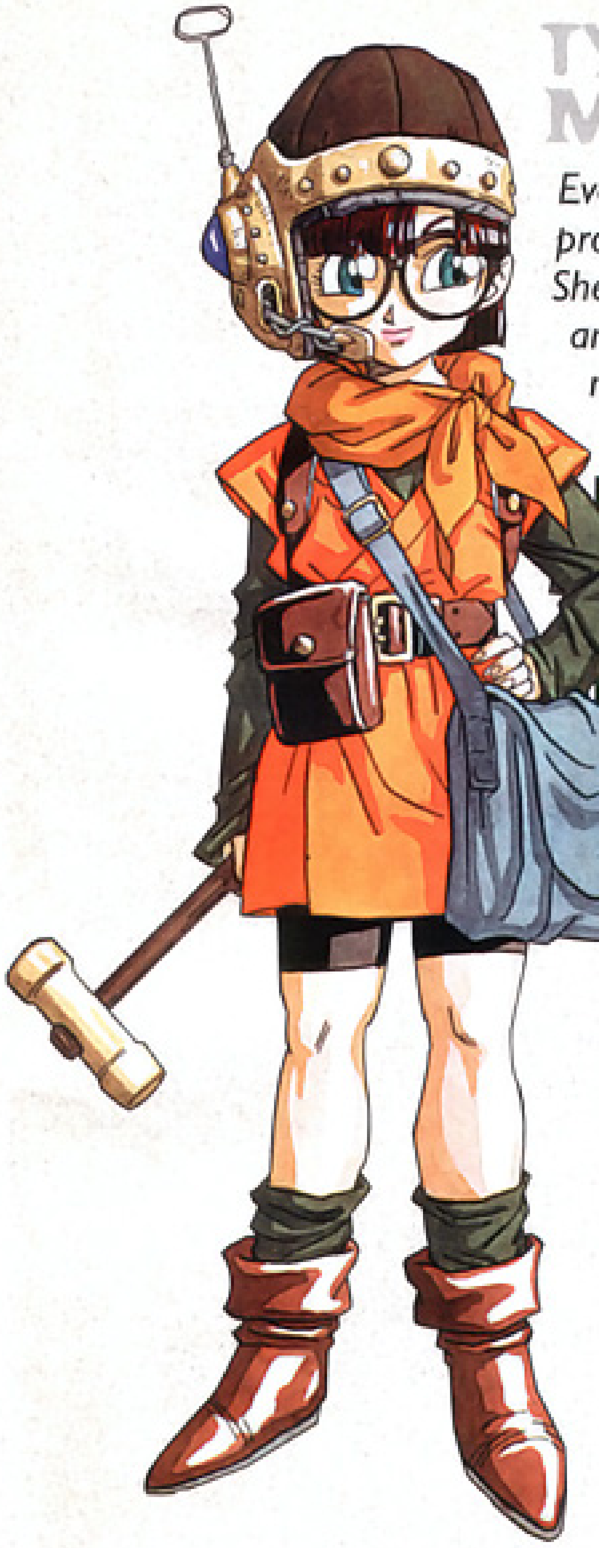


LIFE 2

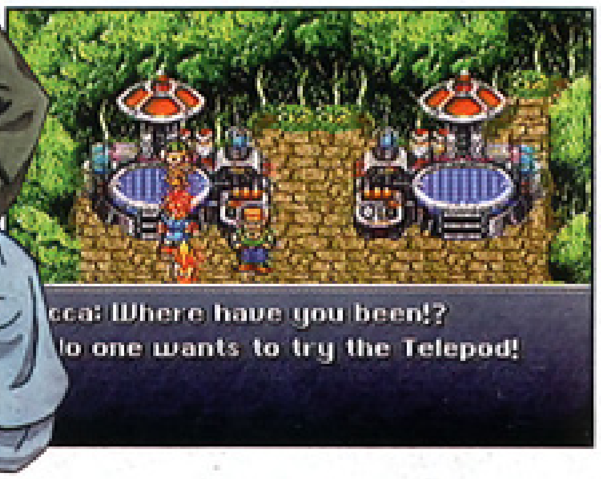
Bring characters back to life and completely restore their HP using this advanced Tech Skill in battle.

Lucca

TYPE OF MAGIC: FIRE



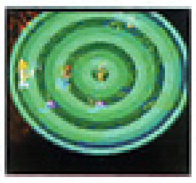
Everyone should have a best friend, and Crono is proud to call Lucca his best pal in the whole world. She's incredibly smart. She's always using her creativity and knowledge to build new and unusual inventions, not to mention some useful weapons. In addition, Lucca is very clever. She is also a wise and fierce fighter, especially after she learns the awesome power of Fire Magic.


cca: Where have you been!?
lo one wants to try the Telepod!

FLAME TOSS

Enemies standing in the path of Lucca's Flame Toss will get toasted. This Single Tech power works well when enemies are lined up.

HYPNO WAVE



Enemies' eyes will get heavier as Lucca hypnotizes them and puts 'em to sleep in the midst of battle.

FIRE

The intense heat of a flame will scorch enemies, leaving them hot under the collar, as well as weaker.

NAPALM

When Lucca tosses one of her napalm bombs into a crowd of enemies, it'll fry anyone in the vicinity.

PROTECT

When Lucca's friends are being physically attacked, using her Protect spell increases their defenses.

FIRE 2

Why burn up just one enemy when Lucca can toss a flame that'll heat up all of the evil that stands before her?

MEGA BOMB

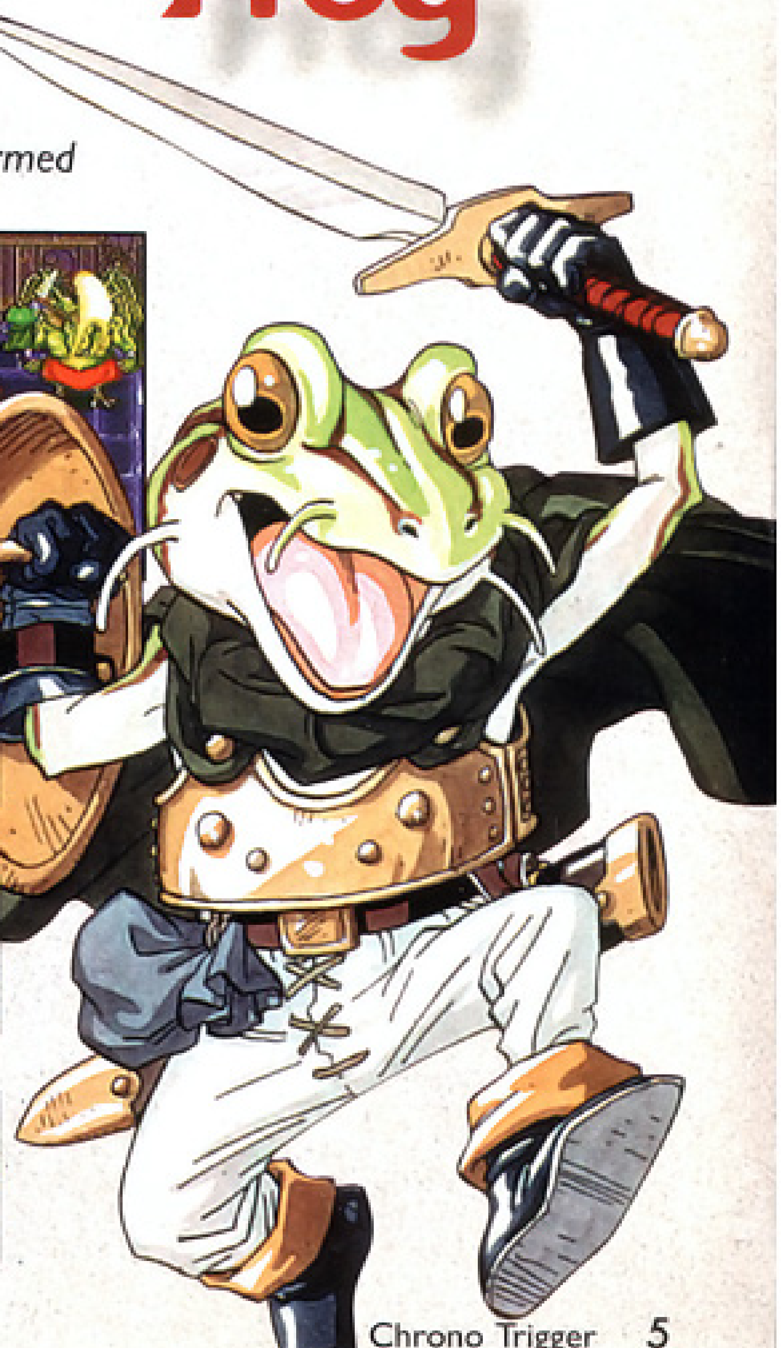
When multiple enemies are attacking from all directions, the Mega Bomb can help put an end to all of them.

FLARE

Using a beam of intense heat, Lucca can roast her enemies to the point where they no longer pose a threat.

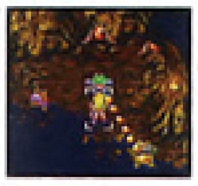
Frog

TYPE OF MAGIC: WATER



Once a Guardia Knight, Frog was transformed by evil and mysterious magic. He knows how to handle a sword and eventually learns the power of Water Magic.

SLURP

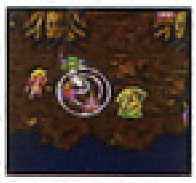


To restore some of a character's HP, Frog can use this Single Tech capability.

SLURP CUT

With his tongue, Frog can grab an enemy and drag it closer so he can execute a deadly slash using his sword.

WATER



Since most frogs live in or near water, Frog has the ability to launch water bubbles at adversaries.

HEAL

Teammates traveling with Frog will benefit when he uses this Single Tech power to restore some of their HP.

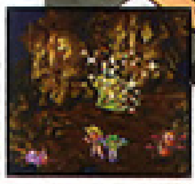
LEAP SLASH

Frog's devastating Leap Slash grows more deadly as his sword becomes stronger. It's a surprisingly quick attack.

WATER 2

Frog's more advanced Water Attack damages all enemies on screen, and it's more powerful than Water alone.

CURE 2



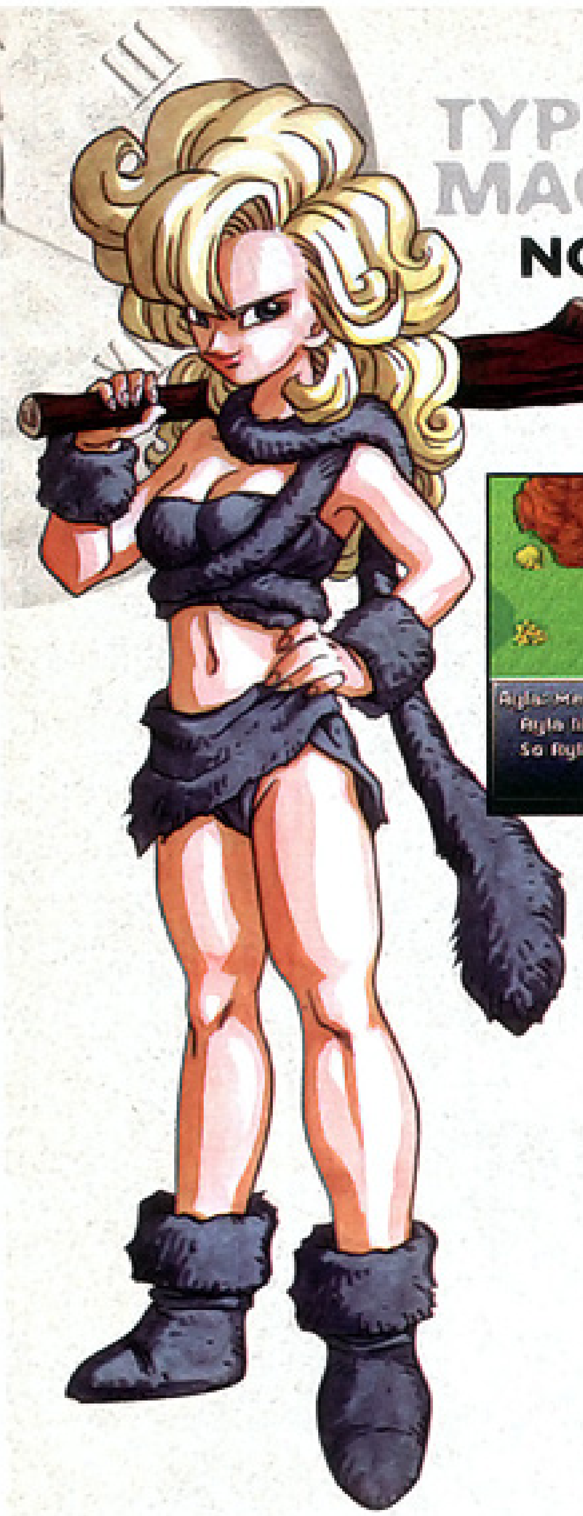
Using this Single Tech power, Frog can instantly restore all of the HP of any character in his party.

FROG SQUASH

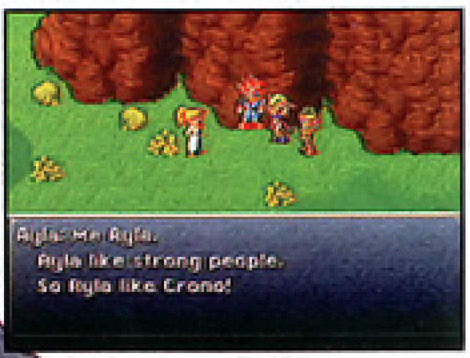
Frog calls upon his extra large amphibian friend to pounce on enemies and splatter them.

Ayla

TYPE OF MAGIC: NOTHING



When Crono befriends Ayla, he quickly discovers that she is incredibly strong. In fact, she can break stones using her mighty punches and kicks. Ayla is trying to save her primitive tribe from huge reptiles that threaten from the mountains. Crono and his cohorts lend a hand.



Ayla: Me Ayla.
Ayla like strong people.
So Ayla like Crono!

KISS

With a bit of love and affection, Ayla has the ability to restore any character's status, plus some HP.

ROLLO KICK

Stand back as Ayla approaches a single enemy and executes a power-packed jump-kick.

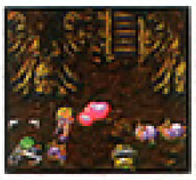
CAT ATTACK

Ayla mimics a cat, using her teeth and fingernails to bite and scratch those who get in her way.

ROCK THROW

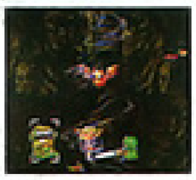
Using her incredible strength, Ayla hoists up enemies and throws them through the air with the greatest of ease.

CHARM



With her special Charm, Ayla can temporarily stun enemies and steal items from them.

TAIL SPIN



When Ayla spins her body to create a tornado, all enemies in her path will be tossed and turned.

DINO TAIL

Ayla hangs with a prehistoric crowd, so when she needs a hand, a dino's tail slaps her enemies.

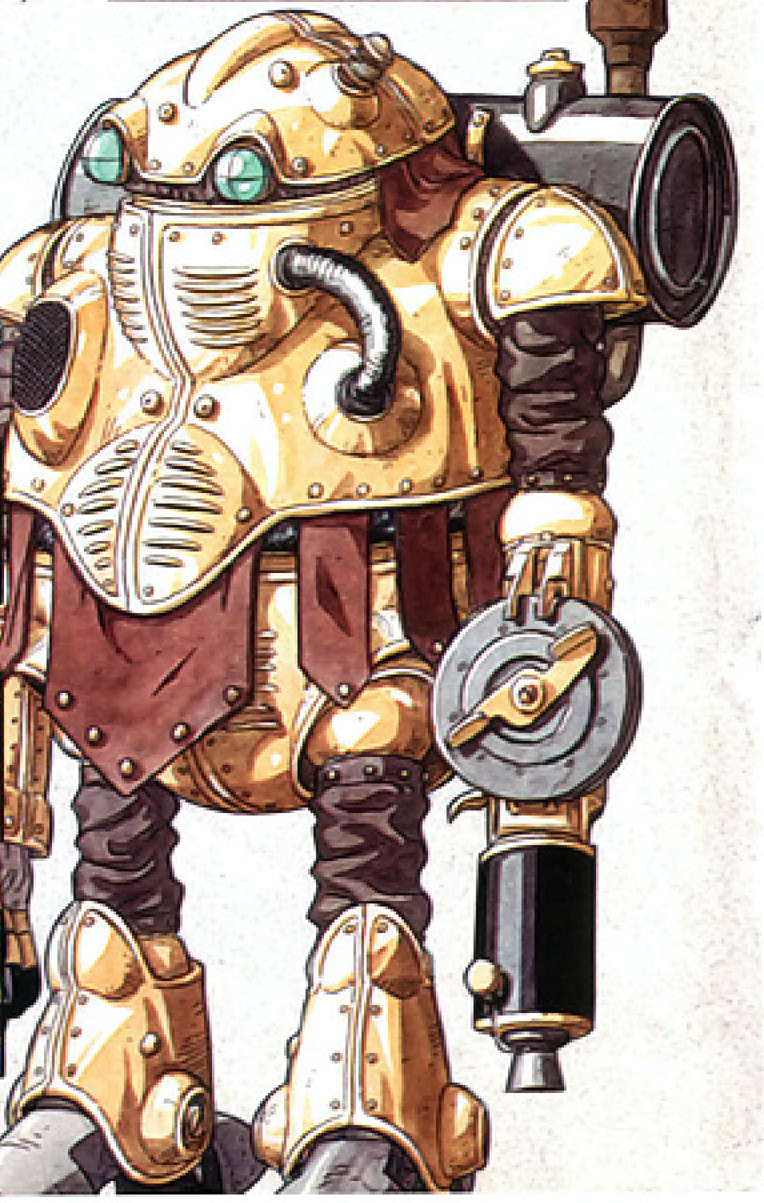
TRIPLE KICK

This maneuver requires substantial MP, but it allows Ayla to leap up and kick an enemy three times.

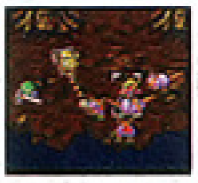
Robo

TYPE OF MAGIC: SHADOW

As Crono and his friends trek through time, they'll meet up with Robo. He can be found within a collapsed dome in A.D. 2300. After a bit of repair, Lucca gets Robo running and the group gains a new ally. With his laser weapons, Robo is extremely powerful.



ROCKET PUNCH

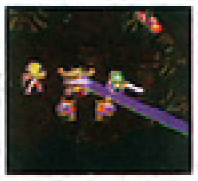


Robo shoots his metallic fist towards enemies and punches them in the face.

CURE BEAM

In the heat of battle, Robo can restore some of a character's HP using his Cure Beam.

LASER SPIN



While spinning around on his wheels, Robo shoots a high-powered laser beam that blasts multiple opponents simultaneously.

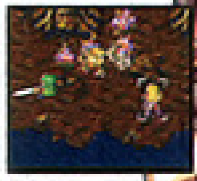
ROBO TACKLE

Using a quick approach, Robo moves in toward opponents and smacks 'em with a metallic body slam.

HEAL BEAM

All members of Robo's group will benefit when some of their HP is restored during a battle.

UZI PUNCH

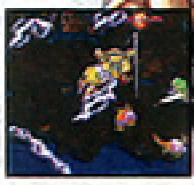


If you thought Robo's Rocket Punch was useful, wait until you see the effect multiple punches have on an enemy.

AREA BOMB

This mega-bomb will blast all enemies in sight with a single burst of energy.

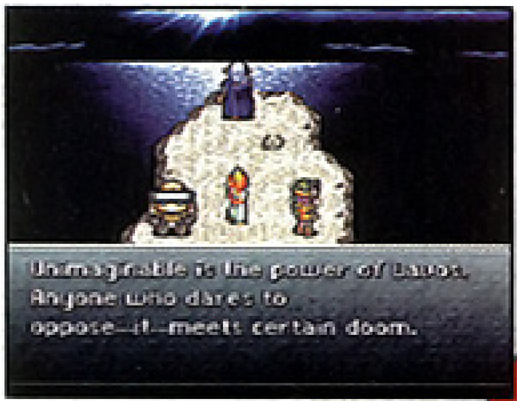
SHOCK



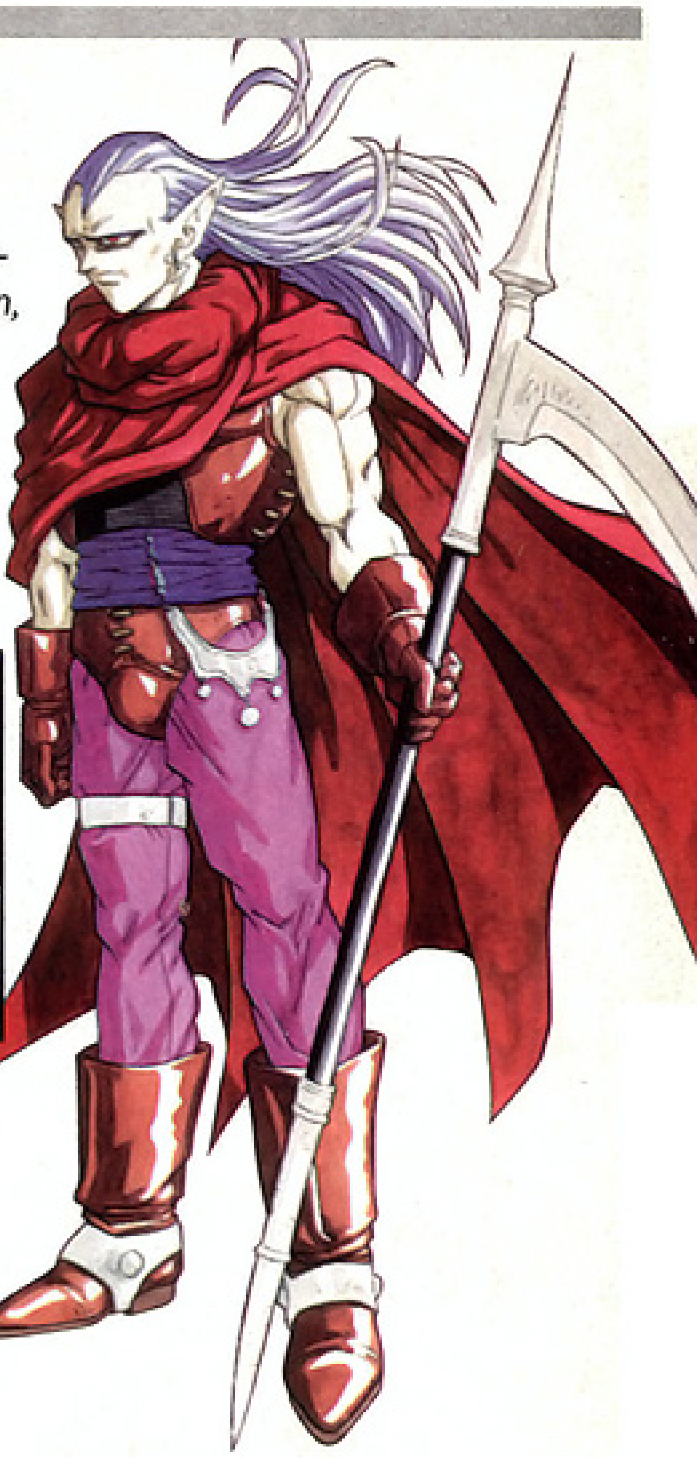
From his metallic body, Robo radiates a powerful plasma beam that hits all enemies in the immediate area.

Magus

When you land in 1000 A.D. near Medina Village, you'll discover that Magus is linked to Lavos, the force responsible for the destruction of the planet. Armed with this information, Crono and his friends travel to A.D. 600 to battle Magus. Before facing this evil wizard, be sure that Crono's team is equipped with both Lightning and Water magic. Frog's Masamune sword decreases Magus's defense.



Unimaginable is the power of Lavos. Anyone who dares to oppose—it—meets certain doom.



TYPE OF MAGIC: SHADOW

LIGHTNING 2

Magus can strike all enemies on the screen with a shocking bolt of lightning.

ICE 2

Like Marle, Magus can freeze all on-screen enemies with a Glacial attack.

FIRE 2

Things get hot far all enemies when Magus calls on his Fire 2 attack.

DARK BOMB

Only someone with a heart of pure evil could create and use this type of deadly weapon.

MAGIC WALL

Protecting against attacks is just one way Magus manages to maintain his strength and powers.

DARK MIST

When Magus uses his dark and evil fog, it shrouds all in the enemy party in terror.

BLACK HOLE

This is one of Magus's most powerful spells, so beware its terrifying effects!

DARK MATTER

Defeat is immanent when Magus calls upon this magical power, which is generated by pure evil.

The Differences Between Tech and Magic

TECH

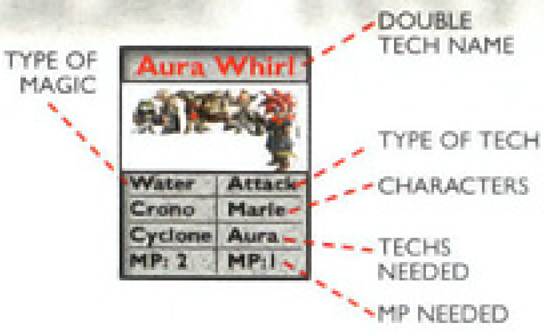
Tech represents a character's ability to perform special attacks. As Crono and his friends proceed through this adventure and win battles both large and small, their Tech Skills will increase. A Single Tech skill is a maneuver or non-magical power that a character can use by him- or herself during a battle against enemies. Each time one of these skills is used, the character's MP is reduced by an amount determined by how powerful the skill is. Much more powerful Tech skills can be learned during the adventure. Performing Double and Triple Tech maneuvers requires that multiple characters combine their skills and work together.

MAGIC

Most of the main characters, including Crono, Lucca, Frog and Marle, will eventually earn the ability to perform magic. Each character's magical powers gets its strength from one of the planet's elements: Fire, Lightning, Water or Shadow. By combining the first three elements, the strongest type of magic, Shadow, can be achieved. The evil forces you encounter have the power of Shadow magic behind them. For Crono and his pals to obtain their magic skills, they must first meet Spekkio. By combining each character's Magic and Tech skills, Crono's team becomes extremely powerful. Knowing when and how to use each magical power and Tech capability comes with experience.

Double Tech

When two characters combine their Tech skills, they can perform a Double Tech. To work, both characters must have the required amount of MP, and their battle gauges must be fully charged.



CRONO + MARLE

Aura Whirl

------------	Recover
Crono	Marle
Cyclone	Aura
MP: 2	MP: 1

Ice Sword

Water	Attack
Crono	Marle
Spincut	Ice
MP: 4	MP: 2

Ice Sword 2

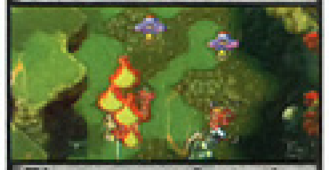
Water	Attack
Crono	Marle
Confuse	Ice 2
MP: 12	MP: 8

CRONO + LUCCA

Fire Whirl

Fire	Attack
Crono	Lucca
Cyclone	F. Toss
MP: 2	MP: 1

Fire Sword



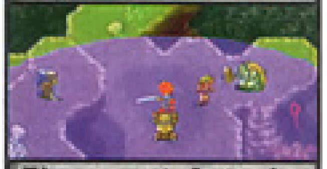
Fire	Attack
Crono	Lucca
Spincut	Fire
MP: 4	MP: 2

Fire Sword 2

Fire	Attack
Crono	Lucca
Confuse	Fire2
MP: 12	MP: 8

CRONO + ROBO

Rocket Roll



Fire	Attack
Crono	Robo
Cyclone	L. Spin
MP: 2	MP: 3

Max Cyclone

------------	Attack
Crono	Robo
Spincut	L. Spin
MP: 4	MP: 3

Super Volt

Lightning	Attack
Crono	Robo
Cyclone	L. Spin
MP: 8	MP: 17

CRONO + FROG

X Strike

------------	Attack
Crono	Frog
Cyclone	Slurp Cut
MP: 2	MP: 2

Sword Stream

Water	Attack
Crono	Frog
Spincut	Water
MP: 4	MP: 2

Spire

Lightning	Attack
Crono	Frog
Lightning 2	Leap Slash
MP: 8	MP: 4

CRONO + AYLA

Drill Kick

------------	Attack
Crono	Ayla
Cyclone	R. Kick
MP: 2	MP: 2

Volt Bite

Lightning	Attack
Crono	Ayla
Lightning	Cat Attack
MP: 2	MP: 3

Falcon Hit

------------	Attack
Crono	Ayla
Spincut	Rock
MP: 4	MP: 4

MARLE + LUCCA

Antipode

Shadow	Attack
Marle	Lucca
Ice	Fire
MP: 2	MP: 2

Antipode 2

Shadow	Attack
Marle	Lucca
Ice 2	Fire 2
MP: 8	MP: 8

Antipode 3

Shadow	Attack
Marle	Lucca
Ice 2	Flare
MP: 8	MP: 20

MARLE + ROBO

Aura Beam

------------	Attack
Marle	Robo
Aura	Cure
MP: 1	MP: 2

Ice Tackle

Water	Attack
Marle	Robo
Ice	Tackle
MP: 2	MP: 4

Cure Touch

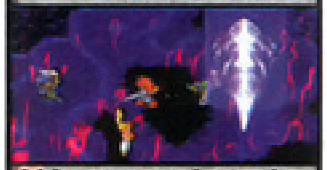
------------	Attack
Marle	Robo
Cure 2	Heal
MP: 5	MP: 3

MARLE + FROG

Ice Water

Water	Attack
Marle	Frog
Ice	Water
MP: 2	MP: 2

Glacier



Water	Attack
Marle	Frog
Ice 2	Water 2
MP: 8	MP: 8

Double Cure

------------	Recover
Marle	Frog
Cure 2	Cure 2
MP: 5	MP: 5

MARLE + AYLA

Twin Charm

------------	Assist
Marle	Ayla
Provoke	Charm
MP: 1	MP: 4

Ice Toss

Water	Attack
Marle	Ayla
Ice	Rock Throw
MP: 2	MP: 4

Cube Toss

Water	Attack
Marle	Ayla
Ice 2	Rock Throw
MP: 8	MP: 4

LUCCA + ROBO

Fire Punch

Fire	Attack
Lucca	Robo
Fire	Rocket Punch
MP: 2	MP:1

Fire Tackle

Fire	Attack
Lucca	Robo
Fire 2	Robo Tackle
MP: 8	MP: 4

Double Bomb

Fire	Attack
Lucca	Robo
Mega Bomb	Area Bomb
MP: 15	MP: 14

LUCCA + AYLA

Flame Kick

Fire	Attack
Lucca	Ayla
Fire	Rolo Kick
MP: 2	MP: 2

Fire Whirl

Fire	Attack
Lucca	Ayla
Fire 2	Tail Spin
MP: 8	MP: 10

Blaze Kick

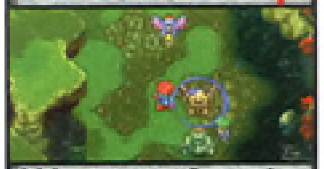
Fire	Attack
Lucca	Ayla
Fire 2	Triple Kick
MP: 8	MP: 20

ROBO + FROG

Blade Toss

------------	Attack
Robo	Frog
L. Spin	Slurp
MP: 3	MP: 2

Bubble Snap



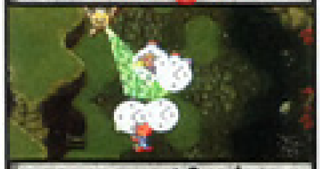
Water	Attack
Robo	Frog
Robo Tackle	Water
MP: 4	MP: 2

Cure Wave

------------	Rcvr.
Robo	Frog
Heal Beam	Cure 2
MP: 3	MP: 5

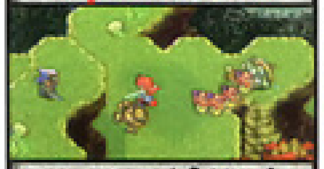
ROBO + AYLA

Boogie



------------	Assist
Robo	Ayla
Robo Tackle	Charm
MP: 4	MP: 4

Spin Kick



------------	Attack
Robo	Ayla
Robo Tackle	Robo Kick
MP: 4	MP: 2

Beast Toss

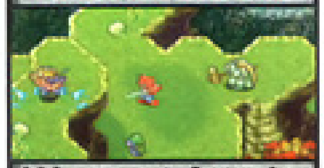
------------	Attack
Robo	Ayla
Uzi Punch	Rock Throw
MP: 12	MP: 4

FROG + AYLA

Slurp Kiss

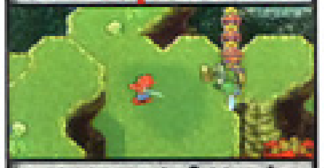
------------	Recover
Frog	Ayla
Slurp	Kiss
MP: 1	MP: 1

Bubble Hit



Water	Attack
Frog	Ayla
Water	Rolo Kick
MP: 2	MP: 2

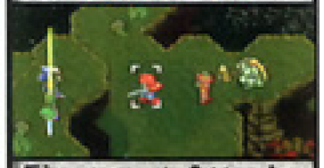
Drop Kick



------------	Attack
Frog	Ayla
Leap Slash	Triple Kick
MP: 4	MP: 20

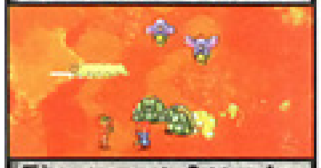
LUCCA + FROG

Red Pin



Fire	Attack
Lucca	Frog
Fire	Leap Slash
MP: 2	MP: 4

Line Bomb



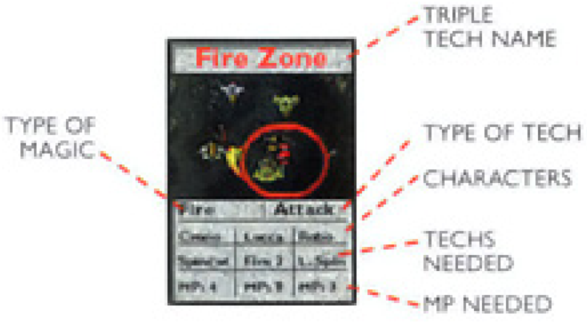
Fire	Attack
Lucca	Frog
Mega Bomb	Leap Slash
MP: 15	MP: 4

Frog Flare

Fire	Attack
Lucca	Frog
Flare	Frog Squash
MP: 20	MP: 15

Triple Tech

Eventually three characters will be able to team up at one time to execute a Triple Tech. These moves are extremely powerful, but they require a lot of MP from all characters involved.



CRONO+MARLE+LUCCA

Delta Force

Shadow	Attack	
Crono	Marle	Lucca
Lightning 2	Ice 2	Fire 2
MP: 8	MP: 8	MP: 8

CRONO+MARLE+ROBO

Life Line

------------	Recvr.	
Crono	Marle	Robo
Cyclone	Life 2	Laser Spin
MP: 2	MP: 15	MP: 3

CRONO+MARLE+FROG

Arc Impulse

Water	Attack	
Crono	Marle	Frog
Spincut	Ice 2	Leap S
MP: 4	MP: 8	MP: 4

CRONO+MARLE+AYLA

Final Kick

Shadow	Attack	
Crono	Marle	Ayla
Lightning 2	Ice 2	Triple Kick
MP: 8	MP: 8	MP: 20

CRONO+LUCCA+ROBO

Fire Zone

Fire	Attack	
Crono	Lucca	Robo
Spincut	Fire 2	Laser Spin
MP: 4	MP: 8	MP: 3

CRONO+LUCCA+FROG

Delta Storm

Shadow	Attack	
Crono	Lucca	Frog
Lightning 2	Fire 2	Water 2
MP: 8	MP: 8	MP: 8

CRONO+LUCCA+AYLA

Gatling Kick

Shadow	Attack	
Crono	Lucca	Ayla
Lightning 2	Fire 2	Triple Kick
MP: 8	MP: 8	MP: 20

CRONO+ROBO+FROG

Triple Raid

------------	Attack	
Crono	Robo	Frog
Cyclone	RoboTackle	Slurp Cut
MP: 2	MP: 4	MP: 2

CRONO+ROBO+AYLA

Twister

Shadow	Attack	
Crono	Robo	Ayla
Cyclone	LaserSpin	Tail Spin
MP: 2	MP: 3	MP: 10

CRONO+FROG+AYLA

3D Attack

------------	Attack	
Crono	Frog	Ayla
Cyclon	Slurp Cut	TripleKick
MP: 2	MP: 2	MP: 20

MARLE+LUCCA+MAGUS

Dark Eternal

Shadow	Attack	
Marle	Lucca	Magus
Ice 2	Fire 2	DarkMatter
MP: 8	MP: 8	MP: 20

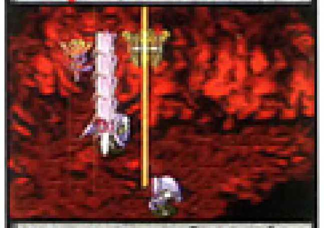
LUCCA+ROBO+MAGU S

Omega Flare

Shadow	Attack	
Lucca	Robo	Magus
Flare	Laser Spin	DarkBomb
MP: 20	MP: 8	MP: 8

AYLA+ROBO+FROG

Spin Strike



------------	Attack	
Ayla	Robo	Frog
TailSpin	RoboTackle	LeapSlash
MP: 20	MP: 3	MP: 8

MARLE+LUCCA+AYLA

Poyozo Dance

????	Attack/Resist	
Marle	Lucca	Ayla
Provoke	HypnoWave	TailSpin
MP: 1	MP: 1	MP: 10

MARLE+FROG+ROBO

Grand Dream

------------	Attack	
Marle	Frog	Robo
Life 2	FrogSquash	CureBeam
MP: 15	MP: 15	MP: 3

Chart

Chrono Trigger unfolds in a series of sequential Steps that take place in many different time periods. They do not occur sequentially in time, but one must be completed before the next can happen. These Steps take place before you lose Crono from your party. This chart shows the flow of the story.

END OF TIME

STEP 8

Go to the End of Time. Learn to use magic from Spekkio and talk to the wise man.

From the End of Time, travel back in time, to Truce Canyon, 600 A.D.

2300 A.D.

GIRL: I'm so sorry! Are you okay?

STEP 6

Go to the Arris Dome and find the food storage room. Defeat the Guardian, then get the Seed. Trade Doan the Seed for the Bike Key that lets you get to Lab 32.

STEP 7

Enter Lab 32 and race bikes against Johnny to get through the lab. Go to the Proto Dome, have Lucca fix Robo, then turn on the power in the Factory. Defeat the R Series and return to the Proto Dome.

1000 A.D.

STEP 1

Go to Leene Square. Bump into Marle, then retrieve her pendant. After she joins you, go check out Lucca's invention. Follow Marle when she disappears.

STEP 4

Leave Lucca in Leene Square and escort Marle back to Guardia Castle. You'll be accused of being a terrorist and arrested when you try to enter the castle.

STEP 5

After a trial, you'll be thrown in jail. When Lucca comes to the rescue, escape and battle the Dragon Tank. Meet Marle and use the Time Gate to go to 2300 A.D.

STEP 9

Talk to Melchior in his hut, then defeat Heckran in his cave. Go up and warp to Lucca's house. Return to the End of Time from Leene Square.

600 A.D.

STEP 2

Exit the Time Gate in Truce Canyon, 600 A.D. Go to Guardia Castle, where you'll find Marle. When she disappears again, meet Lucca. Leave to rescue Queen Leene.

STEP 3

Go to the Cathedral. Meet Frog and defeat Yakra to free Queen Leene. Meet up with Marle again, then return to the present via the Time Gate in Truce Canyon.

STEP 10

Go to Guardia Castle and get Jerky. Take it to the soldiers at Zenan Bridge, then defeat Zombor. After the battle, cross the bridge to the southern continent.

STEP 11

Talk to Frog in the Cursed Woods, then retrieve the broken sword from the Denadoro Mountains. Get the Hero's Medal from Tata, then the sword's hilt from Frog.

Yakra
Crono
Lucca
Frog

12,000 B.C.

65,000,000 B.C.

STEP 12

Travel to 65,000,000 B.C. Meet Ayla and win the soup-drinking contest to get the Dream Stone. Sleep. When you awake, the Gate Key will be missing.

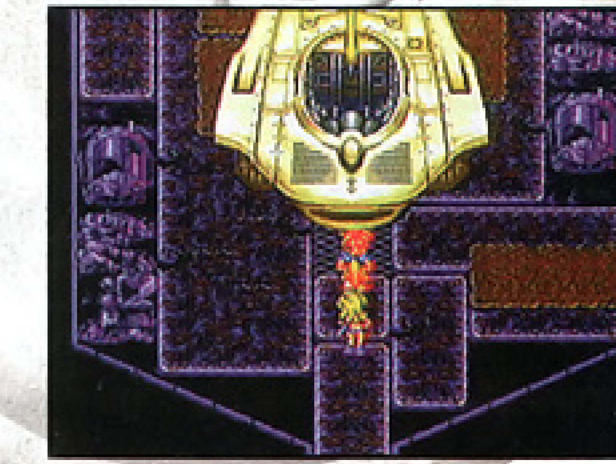
STEP 13

Follow the footprints through the Forest Maze to find the Reptite Lair. Pick your way through the lair to find its guardian, Nizbel. Defeat the dinosaur to retrieve the Gate Key.

STEP 16

Go to the ruins of Laruba Village, then follow Ayla to the Dactyl Nest. Meet her at the top, then fly on the three Dactyls to the Tyrano Lair in the southeast.

# of Steps



Go to the End of Time. Then from there, go to Medina Village.

From the End of Time, go to the Mystic Mountains.

Take the Dream Stone to Melchior.

Go to Truce Canyon, 600 A.D.

From the End of Time, go to the future.

Get the Epoch from the Keeper's Dome.

Talk to Melchior. He needs the Dream Stone to fix the Masamune.

STEP 14

Take the Dream Stone and return to Melchior. He will take the sword pieces you found earlier, go downstairs, and repair the Masamune Sword.

Att.
Comb
Item
Att.
Comb
Item
HP MP
301:46
280:45
255:50

STEP 15

Get Frog to join up. Have him open the Magic Cave that leads to Magus's Lair. Beat the guards, Flea, Slash and Ozzie, then take on Magus, the master magician.

STEP 18

Go to Zeal Palace via the Skyway and Land Bridge. Take Marle's Pendant to the Mammon Machine to power it up. Beat Golem, then get thrown out of the Palace.

STEP 20

Enter Terra Cave, defeat the Mud Imp & Beasts, then climb the Mountain of Woe. Find and defeat Giga Gaia to rescue Melchior. Return to the Terra Cave Village.

STEP 21

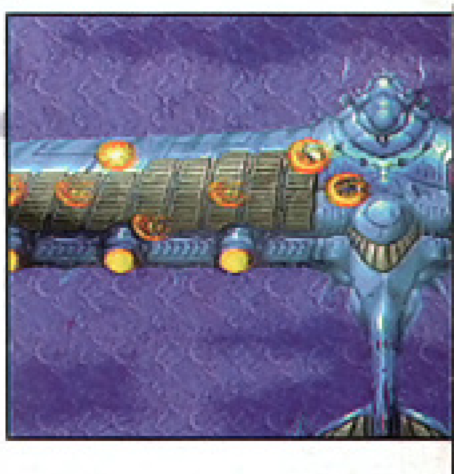
Exit Terra Cave. Use Skyways and the Land Bridge to teleport to Zeal Palace. Go through the upper, center door to find Dalton, the queen's wizard. Defeat him.

STEP 22

Warp to the Ocean Palace. Defeat the Golem Twins, then fight Lavos. You're no match for him. He'll defeat your party—then he will destroy Crono.

STEP 23

Get captured by Dalton at the Last Village Commons and go aboard the Blackbird. Find and re-equip your weapons. Defeat Dalton to get the Epoch back.



STEP 17

Rescue Kino from the Tyrano Lair, then defeat Azala and the Black Tyrano. Lavos then falls to earth, and a new Time Gate to 12,000 B.C. opens where the lair was.

STEP 19

Emerge from the Time Gate in 65,000,000 B.C. Ride the Dactyls to the Mystic Mountains and find the Time Gate there. Use it to return to the End of Time.

Chart of

You can complete the Events that occur after Crono is destroyed in any order you'd like. This chart shows one way to complete them.

END OF TIME

Go to the End of Time and talk to Gaspar. He'll give you the Chrono Trigger.

2300 A.D.

Go to the Keeper's Dome and talk to Belthasar to learn that you need a Clone.

Talk to Belthasar, then climb Death Peak and use the Clone to reincarnate Crono.

1000 A.D.

Win a Clone at the Tent of Horrors in Leene Square. Pick it up at Crono's House.

Go to Choras Inn. A man there will loan you his tools if you talk to his wife.

600 A.D.

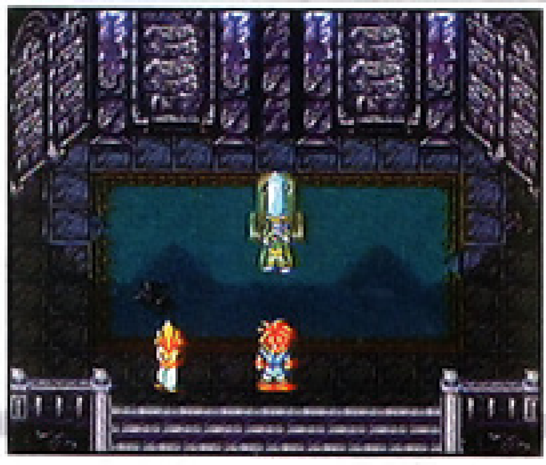
EVENT 2

If you try to explore the Northern Ruins, you'll find them in a state of disrepair. You won't get far until they're repaired. Go to the Cafe and talk to the man who needs tools. He'd help you if he had some.

Clear out the monsters, pay the workers, then take Frog with you downstairs.

EVENT 3

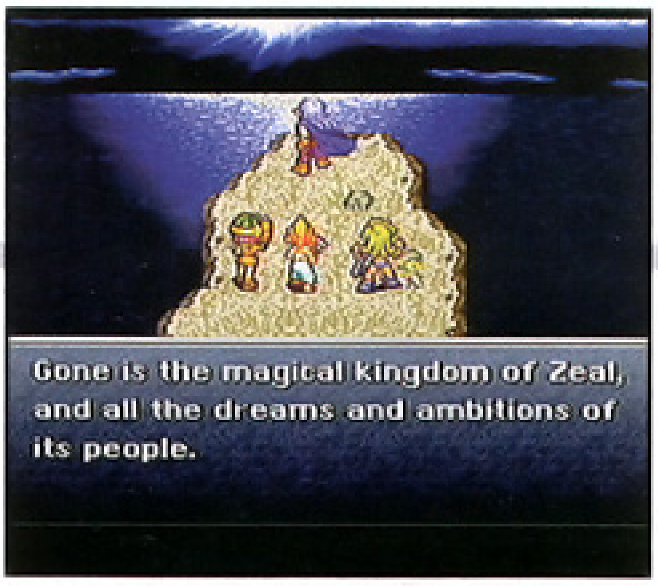
Enter the Sunken Desert, defeat Retinite, then return to Fiona's Villa. Talk to Fiona, then leave Robo behind to help her restore the forest where the desert is now. The replanting will take 400 years.



12,000 B.C.

EVENT 1

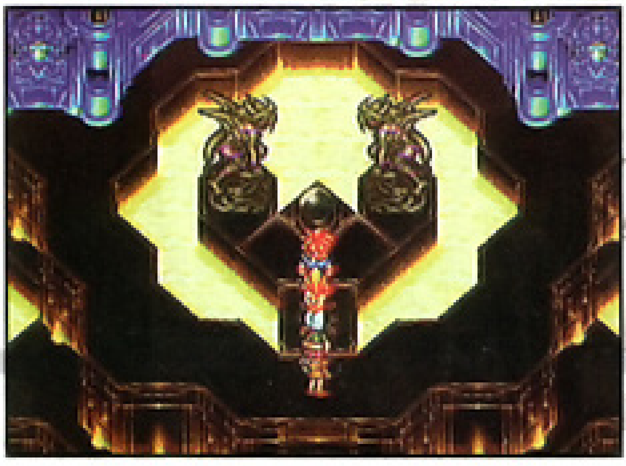
Talk to Magus at the North Cape. You can either fight him or have him join you. If you fight, he'll break the spell on Frog, but he won't join you. If he joins, he's a strong ally, but he won't break the spell.



Gone is the magical kingdom of Zeal, and all the dreams and ambitions of its people.

65,000,000 B.C.

Events



Go to Fiona's Shrine and get Robo. Save Lucca's mother and get the Green Dream.

EVENT 4

Use the Epoch to fly to Ozzie's Fort. Step inside and keep walking straight up. First defeat Flea Plus, then take on Super Slash. Next, you'll face both of them again, together with Great Ozzie, all at once.

EVENT 5

Take Robo with you and fly to the Geno Dome. Ride conveyor belts and elevators to reach Atropos XR. Defeat her to get her Ribbon, which Robo equips. Continue through the double doors to defeat Mother Brain.

EVENT 6

Fly down from the Arris Dome to reach the Sun Palace. Save your game. Equip fire gear, then enter. Walk straight up to make the Son of Sun appear. Defeat the fiery foe to get the Moon Stone.

Take the Moon Stone to the Sun Keep and place it in the ray of light.

Great Ozzie
Super Slash
Flea Plus
Crono
Marle 610:81
Ayla 537:70

The Moon Stone has been stolen. Go to the Snail Shop and buy some Jerky.

Go to the Elder's House and give the Jerky to the woman who wants some.

Go to the Mayor's House, get the Moon Stone back, and place it in Sun Keep.

Return to the Sun Keep to find that the Moon Stone has become the Sun Stone.

Have Lucca use the Sun Stone to create the Wonder Shot and the Sun Shades.

EVENT 7

Pour the soda on Toma's Grave to open up the Giant's Claw, then use the Epoch to fly to it. Next, find and defeat the Rust Tyrano, guardian of the castle, then go up to find the Rainbow Shell. Warp to Guardia Castle.

The King is on trial. Go to the Treasure Room and take a piece of the Rainbow Shell. Take the piece, the Prism Shard, and return to the courtroom. Defeat Yakra XIII, then follow Melchior. He'll make great weapons and armour.

EVENT 8

Enter the floating Black Omen prepared to fight. Defeat Mega Mutant, Giga Mutant, Terra Mutant, Lavos Spawn, Queen Zeal, the Mammon Machine, Zeal's Face then Lavos. Return to the End of Time.

avos
HP MP
Crono 377:30
Marle 376:54

Techniques & Treasures

Learn special techniques by finding rocks, and use Ayla's Charm to steal special items.

BE A ROCK HOUND

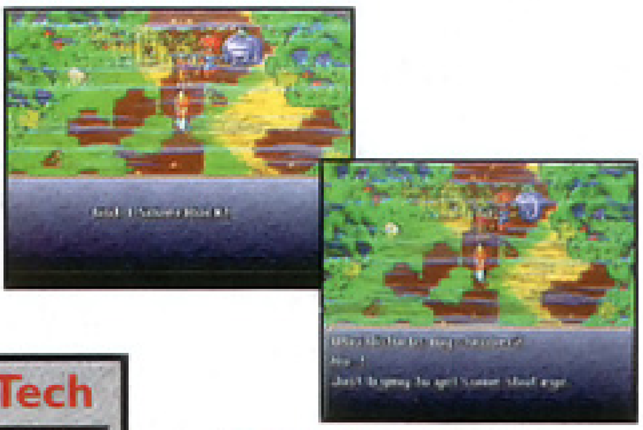
Before Crono and his friends can team up to use any Triple Tech abilities, they must collect all of the magical, colored rocks. Each rock holds a different power that lets team members join forces to use a Triple Tech attack. Ultimately, Crono must have these powers in order to save the planet from doom.

Other Rocks

Item	Location	Triple Tech
Black	Kajar	Dark Eternal
Blue	Giant's Claw	Omega Flare
Silver	Black Omen	Poyozo Dance
Gold	Nu	Spin Strike
White	Denadro Mts.	Grand Dream

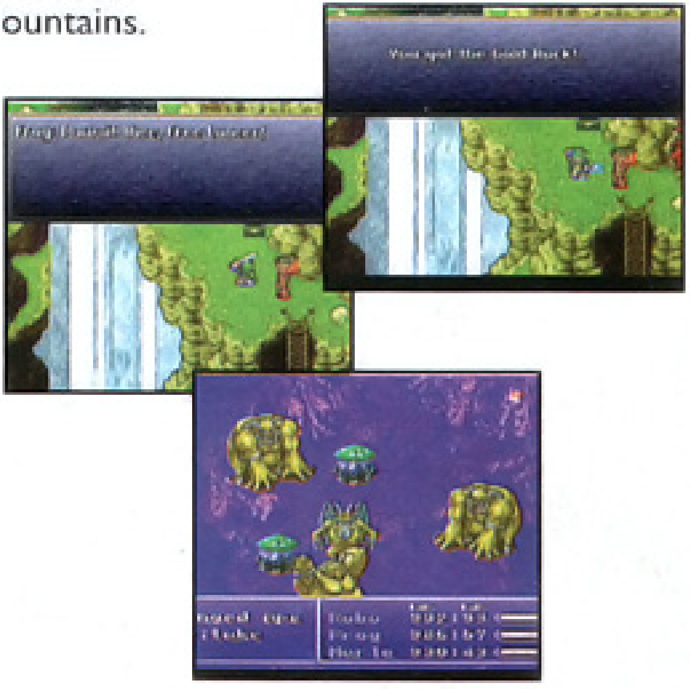
The Silver Rock

Locate the big, blue Nu in the Prehistoric Era and give him a pat on the back to get the Silver Rock.



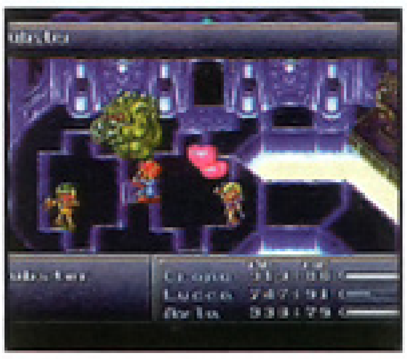
The Gold Rock

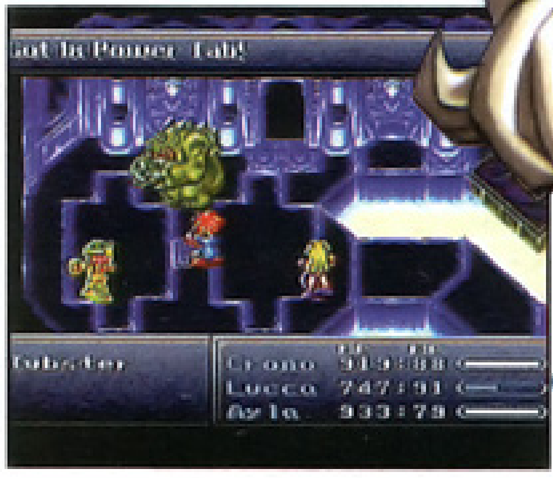
Put Frog at the head of your party and get hit by a rock thrown at you in the Denadoro Mountains.



USE AYLA'S CHARM

Some special items can't be purchased—they must be stolen from the enemies that possess them. Once Ayla joins Crono's team, use her Charm ability to obtain the items listed in the chart below. Each of the items will be used at some point later in your adventure, and some of them are vital to Crono's success.





Item	Enemy	Place
Gold Earring	Synchrite	Black Omen
Gold Stud	Flyclops	Black Omen
Hyper Ether	Martello	Black Omen
Speed Tab	Panel	Black Omen
Nova Armor	Goon	Black Omen
Wall Ring	Giga Mutant	Black Omen
Power Tab	Tubster	Black Omen
Power Seal	Terra Mutant	Black Omen
Hit Ring	Giga Mutant	Black Omen
Black Mail	Son of Sun	Sun Palace
Prism Dress	Zeal (Left)	Black Omen
Prism Helmet	Zeal (Right)	Black Omen
Blue Mail	Mother Brain	Geno Dome
Safe Helmet	Lavos Spawn	Black Omen
Haste Helmet	Lavos Spawn	Black Omen
White Mail	Yakra XIII	Guardia Castle
Mermaid Cap	Blue Beast	Beast's Lair
Magic Tab	Alien	Black Omen
Magic Ring	Blob	Black Omen
Muscle Ring	Incognito	Black Omen
Muscle Ring	Terra Mutant	Black Omen
Mega Elixir	Fossil Ape	Giant's Claw
Mega Elixir	Ruminator	Black Omen
Mega Elixir	Zeal	Black Omen
Mega Elixir	Mammon Machine	Black Omen
Mega Elixir	Zeal (Face)	Black Omen
R'bow Helmet	Beast	Beast's Lair
Red Mail	Rust Tyrano	Giant's Claw

Part 1

The Steps

Step-by-step, the following pages will lead you through the dangers of Chrono Trigger. As Crono and his friends pass forward and backward in time, you can check your progress against the Steps in the Player's Guide. Each Step is a critical part of the action. You must complete each Step to move to the next. It's easy to wander around in the wrong place or time, so let this section be your compass, pointing you back to the correct path.

A.D. 1000

Present

Just about everything Crono's team does as they explore the various time periods will have a major impact on the past, present and future. Expect to see changes in the land, and its inhabitants, each time you return to the present.

1 SUN KEEP

After you place the Moon Stone in the light inside, it will be stolen.

2 NORTHERN RUINS

The name changes to Hero's Grave after Glenn avenges Cyrus's murder.

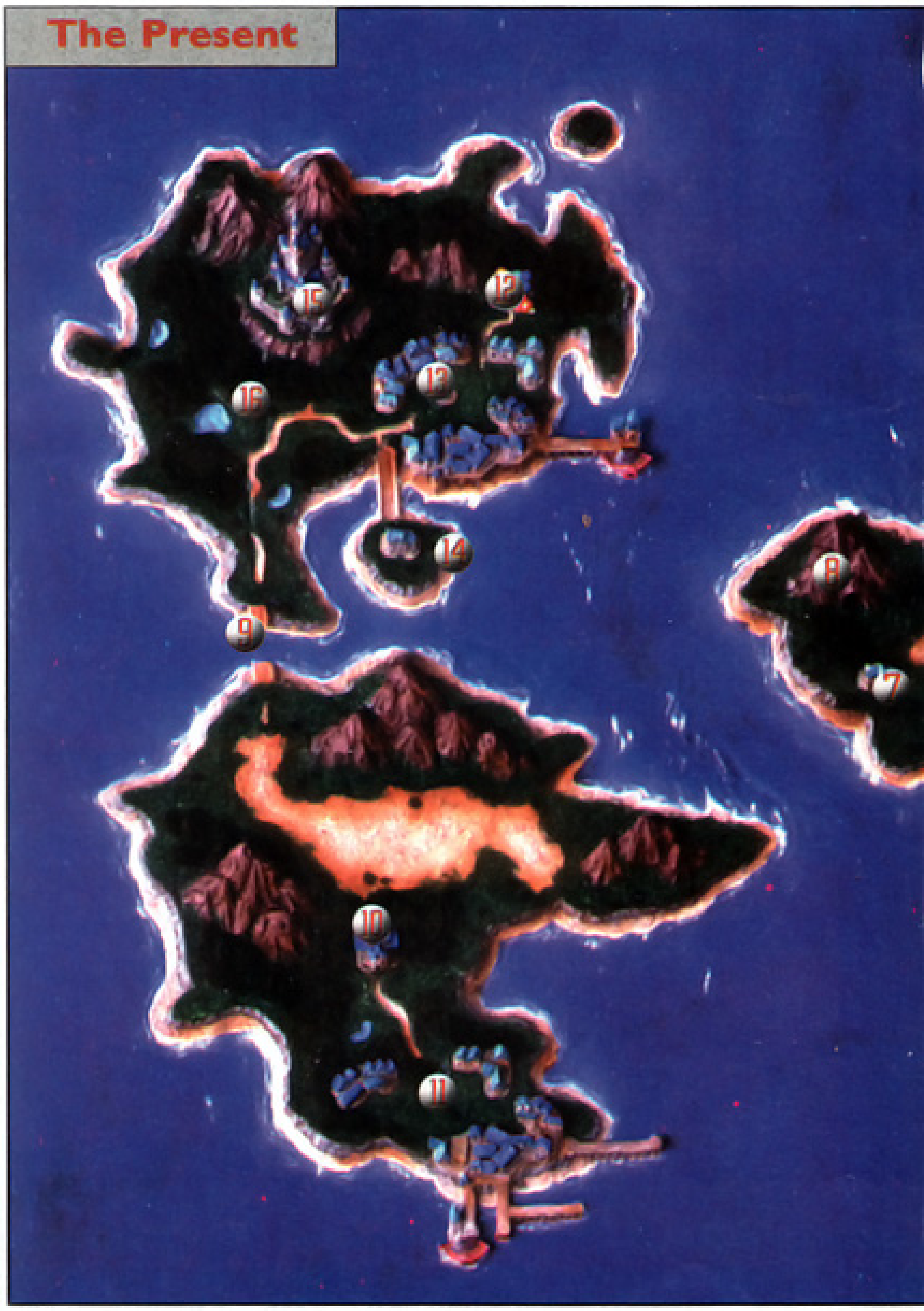
Northern Ruins

3 CHORAS

Check Crono's stock of items, especially those needed to replenish HP and MP, and those used to revive characters during battle. While visiting the Market, be sure to purchase anything you need for the battles that await.

Market

Tonic	10
Mid Tonic	100
Full Tonic	700
Ether	800
Mid Ether	2000
Heal	10
Revive	200
Shelter	150

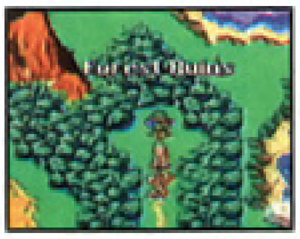


4 WEST CAPE

Near Toma's grave, his ghost will appear.

5 FOREST RUINS

A strange, sealed pyramid stands amid the trees in the Ruins.



6 MEDINA

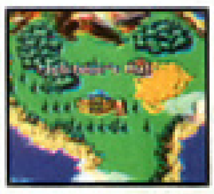
Each time you return here after visiting another time period, the villagers' messages will be different. Be sure to return to talk to people here frequently.

Market

Iron Blade	44,800
Steel Saber	65,000
Demon Edge	65,000
Lumin Robe	65,000
Flash Mail	65,000
Glow Helmet	65,000
Tonic	1,280
Mid Tonic	12,800
Full Tonic	65,000
Heal	1,280
Revive	25,000
Shelter	19,200
Ether	65,000

7 MELCHIOR'S HUT

Old Melchior is a hermit with magical abilities.



8 HECKRAN CAVE

Crono and his team must travel through these caves and defeat the creature known as Heckran.

Happenings

A.D. 1000

Step 1
Crono meets Marle at the Millennial Fair, just before they experiment with Lucca's invention.

Steps 4 and 5
Crono is arrested. To escape from prison, he and Lucca must battle the Dragon Tank.

Step 9
Go to Heckran Cave, defeat Heckran, then warp to the water near Lucca's House.

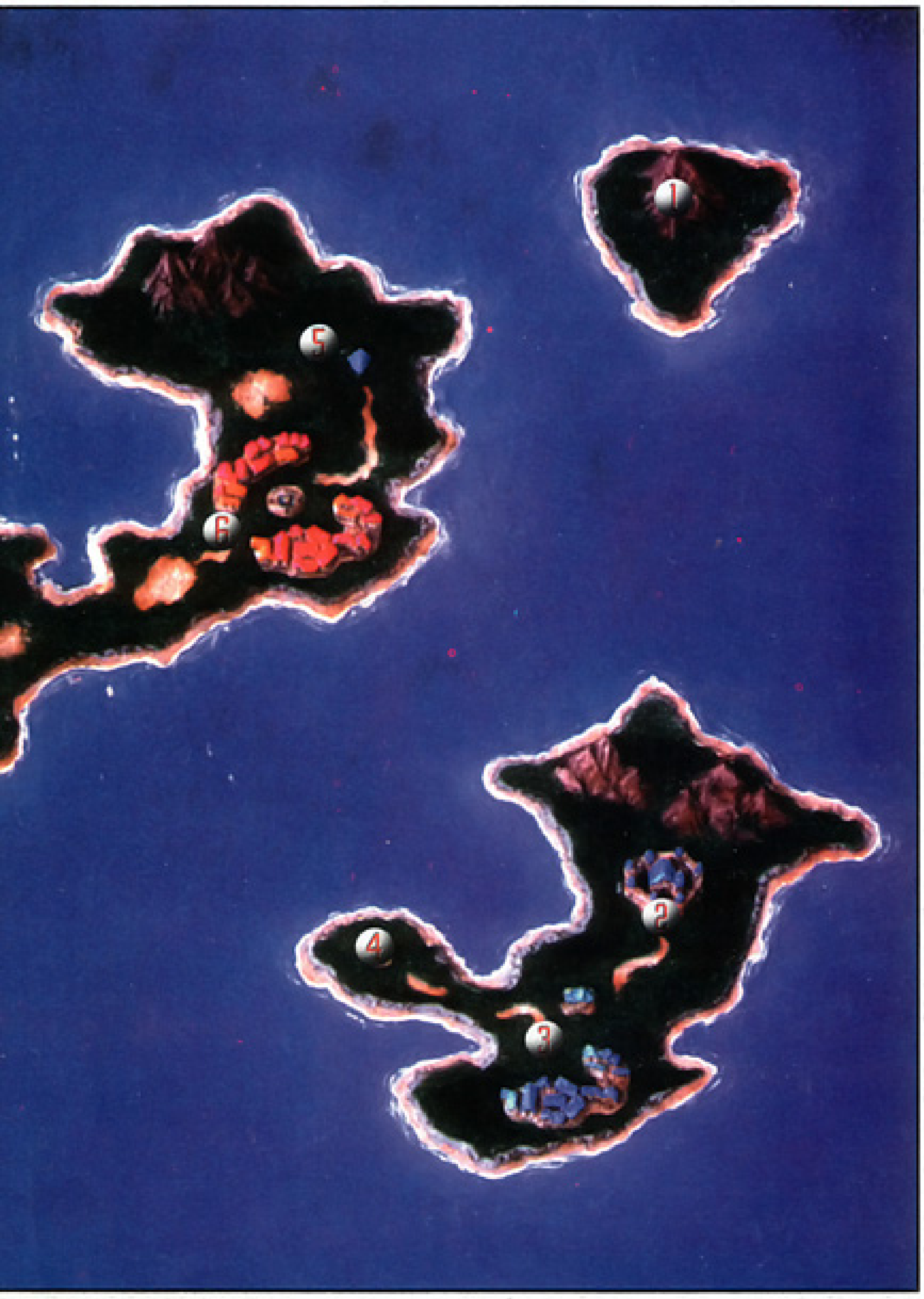
Step 11
After you retrieve the broken sword, Melchior will tell you about the Dream Stone.

Step 14
Take the Dream Stone and sword pieces to Melchior. He will repair the Masamune.

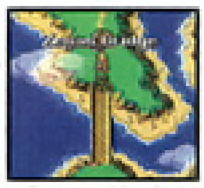
Event 3
If you leave Robo to help Fiona in A.D. 600, the desert will become a dense forest.

Event 6
Buy Jerky in the Snail Shop. Use it to get the Moon Stone when you return to A.D. 600.

Event 7
Take a piece of the Rainbow Shell to court to try to prove the king's innocence.



9 ZENAN BRIDGE



The Zenan Bridge connects the northern and southern continents.

10 FIONA'S HOUSE

Fiona's dream is to turn desert into forest.

11 PORRE

Remember the location of the Mayor's house. You must visit it again later. You'll also be able to buy useful items at the Market.

Market

Steel Saber	800
Iron Bow	850
Dart Gun	800
Karate Gi	300
Bronze Mail	500
Bronze Helm	200
Tonic	10
Heal	10
Revive	200
Shelter	150

12 LEENE SQUARE

In 1000 A.D., the Millennial Fair livens up Leene Square.

Leene Square

13 TRUCE

Truce is home to Crono, and it's where the adventure begins. You'll return here often as the action unfolds to revisit Crono's old haunts.

Market

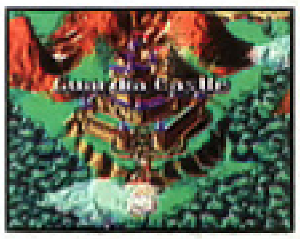
Red Katana	4,500	Tonic	10
Robin Bow	2,850	Mid Tonic	100
Plasma Gun	3,200	Heal	10
Hammer Arm	3,500	Shelter	150
Titan Vest	1,200		

14 VORTEX PIT

This whirlpool connects the eastern and western continents.

15 GUARDIA CASTLE

The ancient castle is home to Princess Marle, and many important events transpire there.



16 GUARDIA FOREST

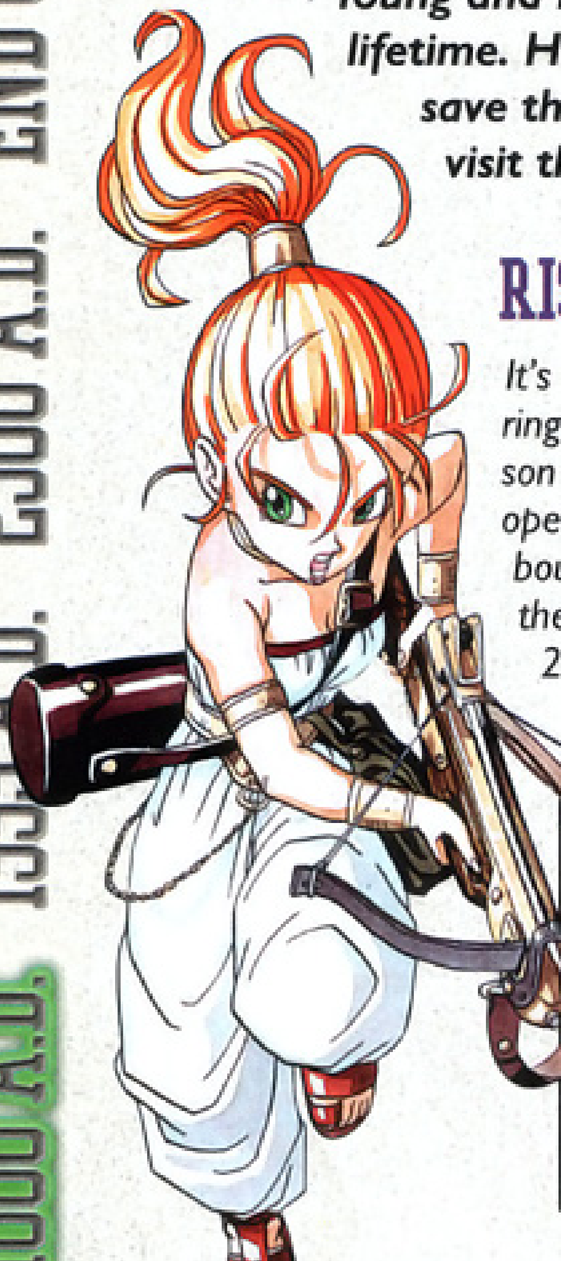
Follow the path through the forest to the Castle, but be sure to stop along the way to open treasure chests.

Guardia Forest

Step 1

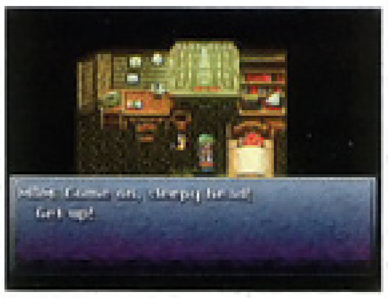
The Millennial Fair

Young and inexperienced, Crono embarks on the journey of a lifetime. He'll battle strange creatures, meet new friends, and save the world from destruction. But first, Crono must visit the fair.

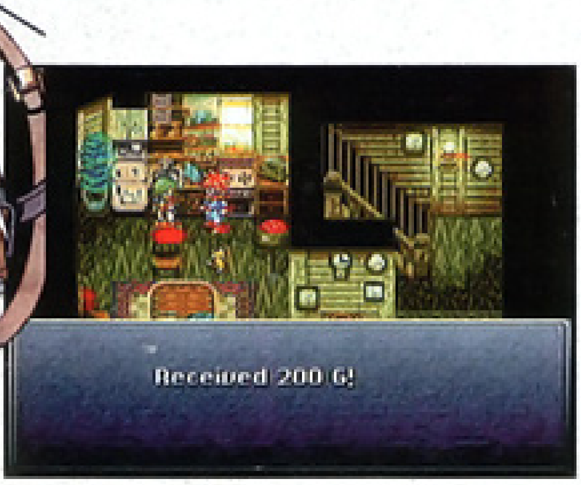


RISE AND SHINE

It's early morning and Leene's Bell is ringing. Crono's mother wakes up her son and reminds him that today is the opening day of the Millennial Fair. He bounces up and heads for the door, then stops to collect an allowance of 200 G from Mom.



Mom: Come on, sleepy head! Get up!



Received 200 G!

Destinations

The Center of Leene Square

Crash! Even if you watch where you're going, Crono will run into Marle. Be a gentleman and help her up before picking up her pendant.

Inside Leene Square

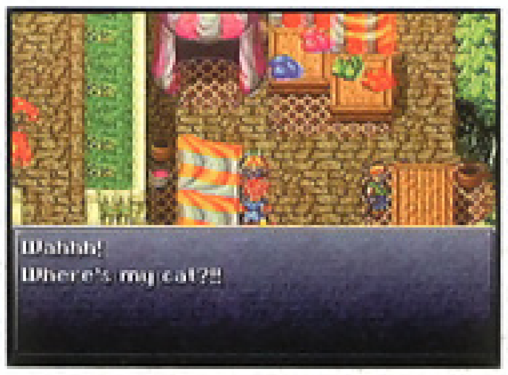
The big event is the trial run of Lucca's new invention, but first visit Gato, the karaoke robot, and earn Silver Points.

Lucca's Show

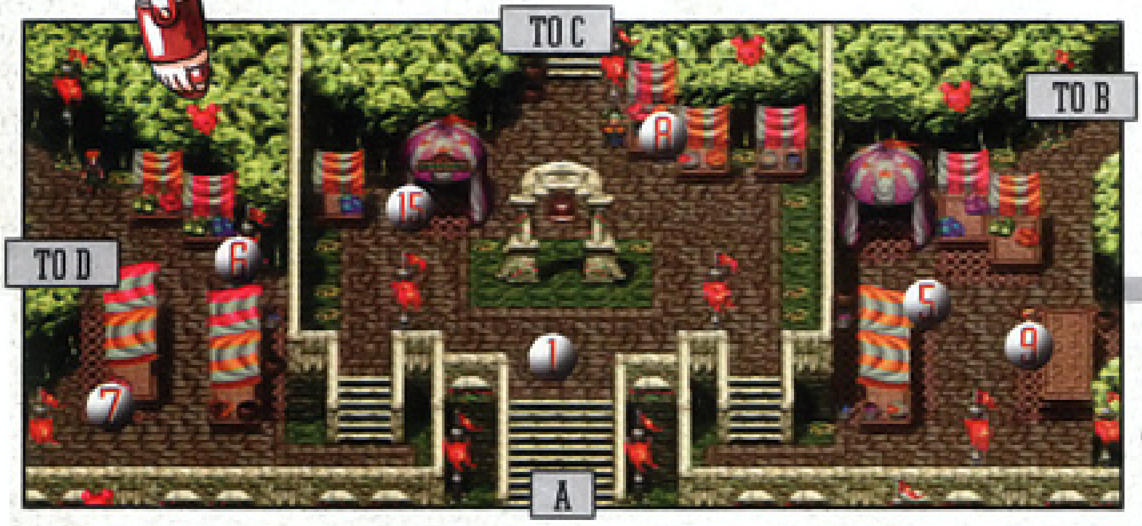
After exploring the fair, you'll be told to take in Lucca's show and see her invention. Soon, strange things start happening.

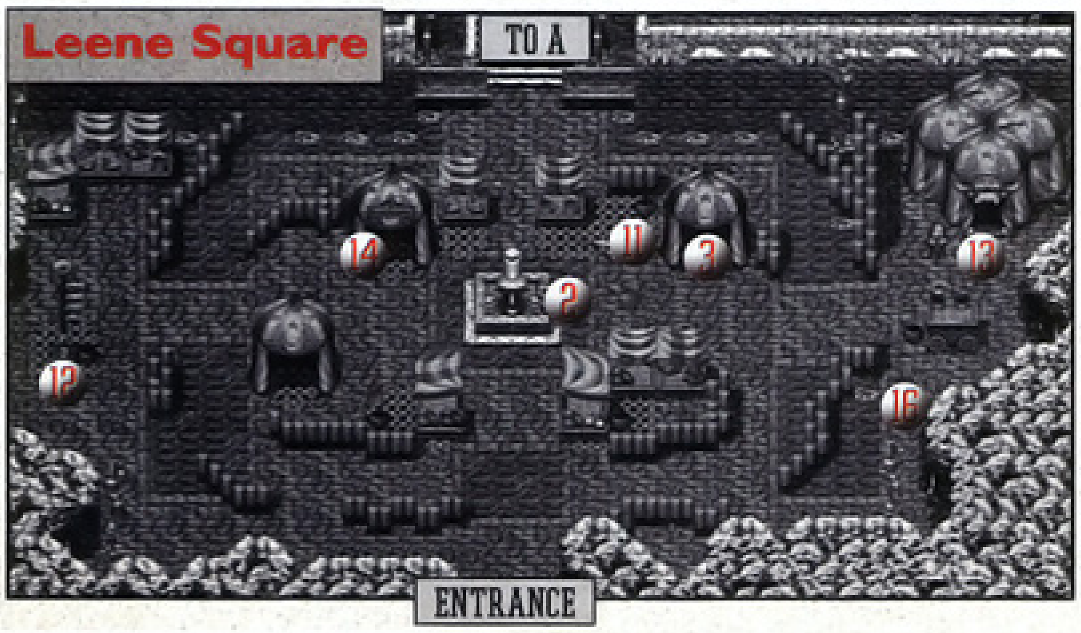
EVERY ACT COUNTS

Every action Crono takes will have an impact on his adventure. While at the fair, help the little girl find her cat, don't steal anyone's lunch, and don't try to sell Marle's pendant. Also, visit Norstein Bekkler's lab.



Waahh!
Where's my cat?!



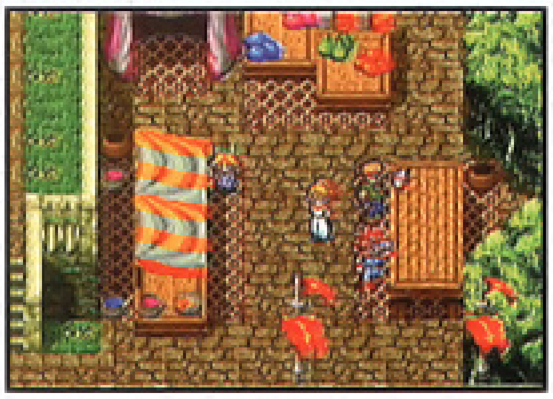


Things To Do

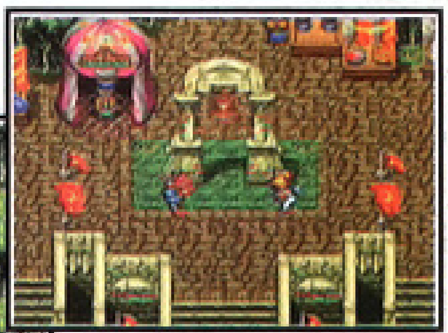
1. After running into Marle, talk to her, then return her pendant.
2. Have a chat with the townspeople near the fountain.
3. Bet on the race to win some Silver Points.
4. It's time to see if Lucca's new invention works. You can bet on it.
5. Talk to the young girl to learn about her lost cat.
6. You'll find the girl's lost cat in this area.
7. The sack on the table belongs to someone else. Leave it alone.
8. Let Marle buy some candy and don't rush her!
9. At the Soda Guzzling contest, try to drink eight sodas fast.
10. Earn 15 Silver Points each time you beat Gato.
11. Talk with the swordsmith, but don't sell Marle's Pendant!
12. Press the A button while facing the bell to earn Silver Points.
13. Bet 40 Silver Points at Norstein Bekkler's lab to play a game.
14. Exchange ten Silver points for fifty Gold pieces.
15. Exchange Silver Points for Gold.
16. Get a tip on the foot race.

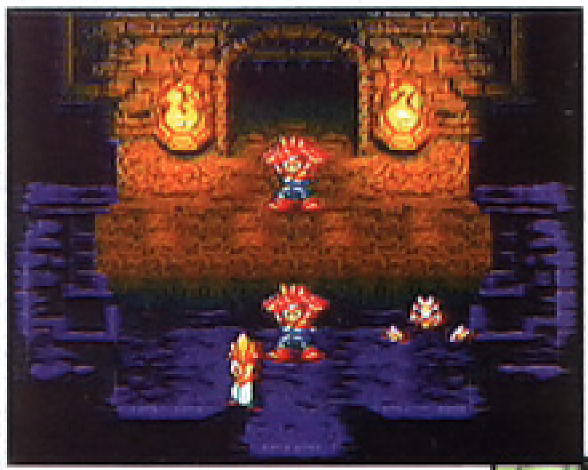
MILLENNIAL FAIR SHOWCASE

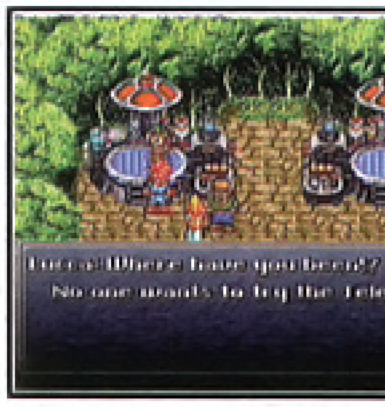
Before seeing Lucca's invention, have Crono and Marle arm themselves with the best possible weapons, armor and items. To do this, play the games at the fair to earn Silver points, then visit the various merchants. Beating Gato is a quick way to earn Silver points.



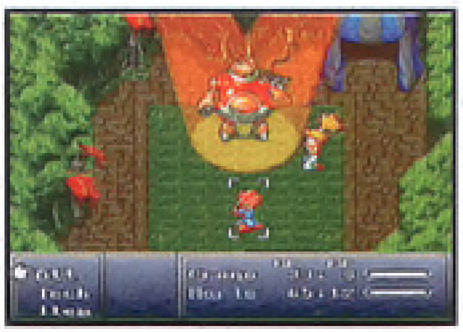
Everything up to this point has led to your crashing into Marle in front of the bell. Make sure that Marle is all right after you knock her down, then return her pendant. Next, allow Marle to accompany you around the fair. She must be with you when you test Lucca's invention.

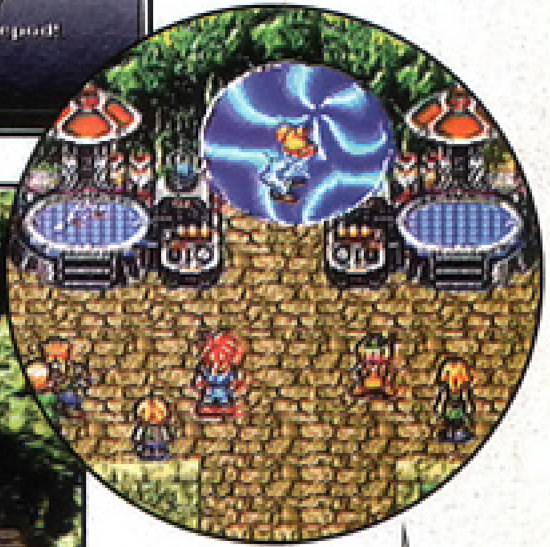






Lucca! Where have you been??
No one wants to try the Telepod!





Sword Shop

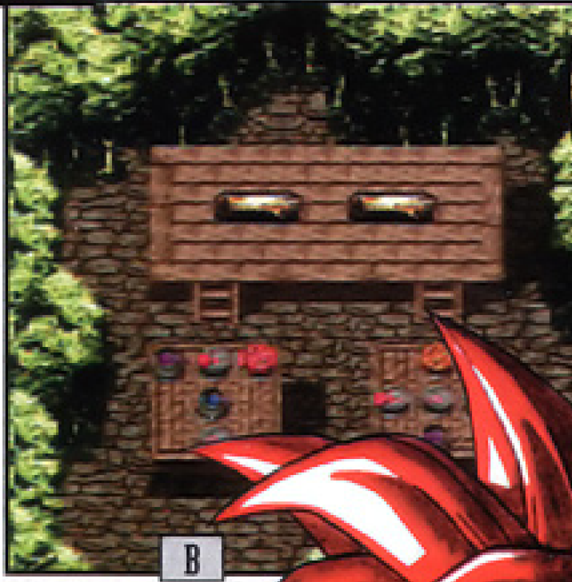
Iron Blade	350
Lode Sword	4,000

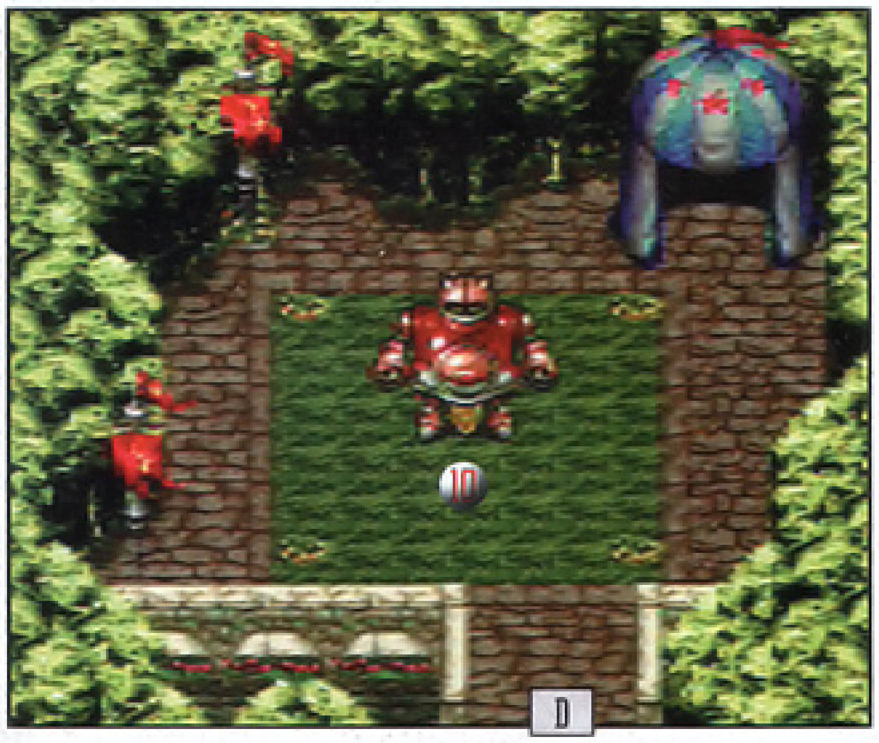
Armer Shop

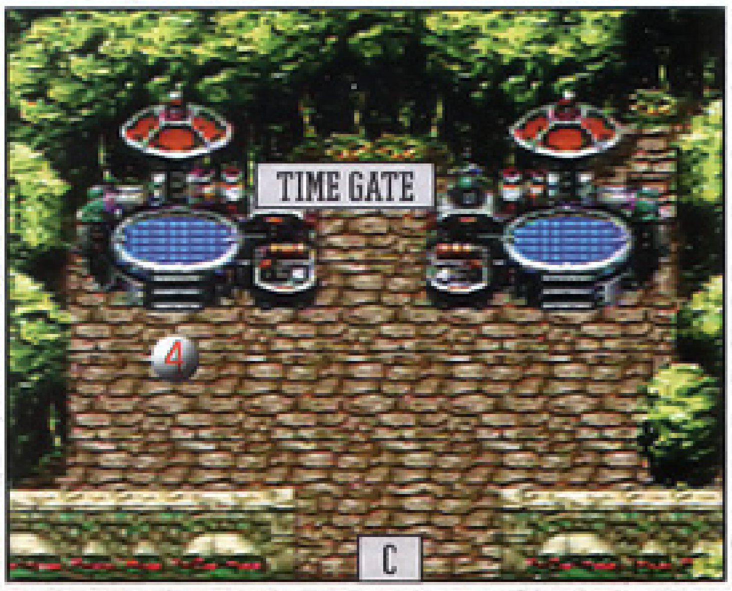
Karate Gi	300
Bronze Helmet	200

Item Shop

Tonic	10
Heal	10
Revive	200
Shelter	150







A.D. 600

Middle Ages

The people living in A.D. 600 are afraid of Magus and the evil of which he is capable. Are you the hero they've been expecting?

Step
Find Ma
she dis
and sea

Step
Team u
Defeat
and me

1 SUN KEEP

The sun always shines here, no matter what the time period.

2 NORTHERN RUINS

People in the nearby village claim that the ruins are haunted.

Northern Ruins

3 CHORAS

Crono and his team will visit this village several times.

Market

Tonic	10	Mid Ether	2,000
Mid Tonic	100	Heal	10
Full Tonic	700	Revive	200
Ether	800	Shelter	150

4 OZZIE'S FORT

Here you'll fight three demons. Use Ayla's Charm to steal from them.

Ozzie's Fort

5 GIANT'S CLAW

The rare and valuable Rainbow Shell is hidden within the Giant's Claw.

Giant's Claw

6 MAGUS'S LAIR

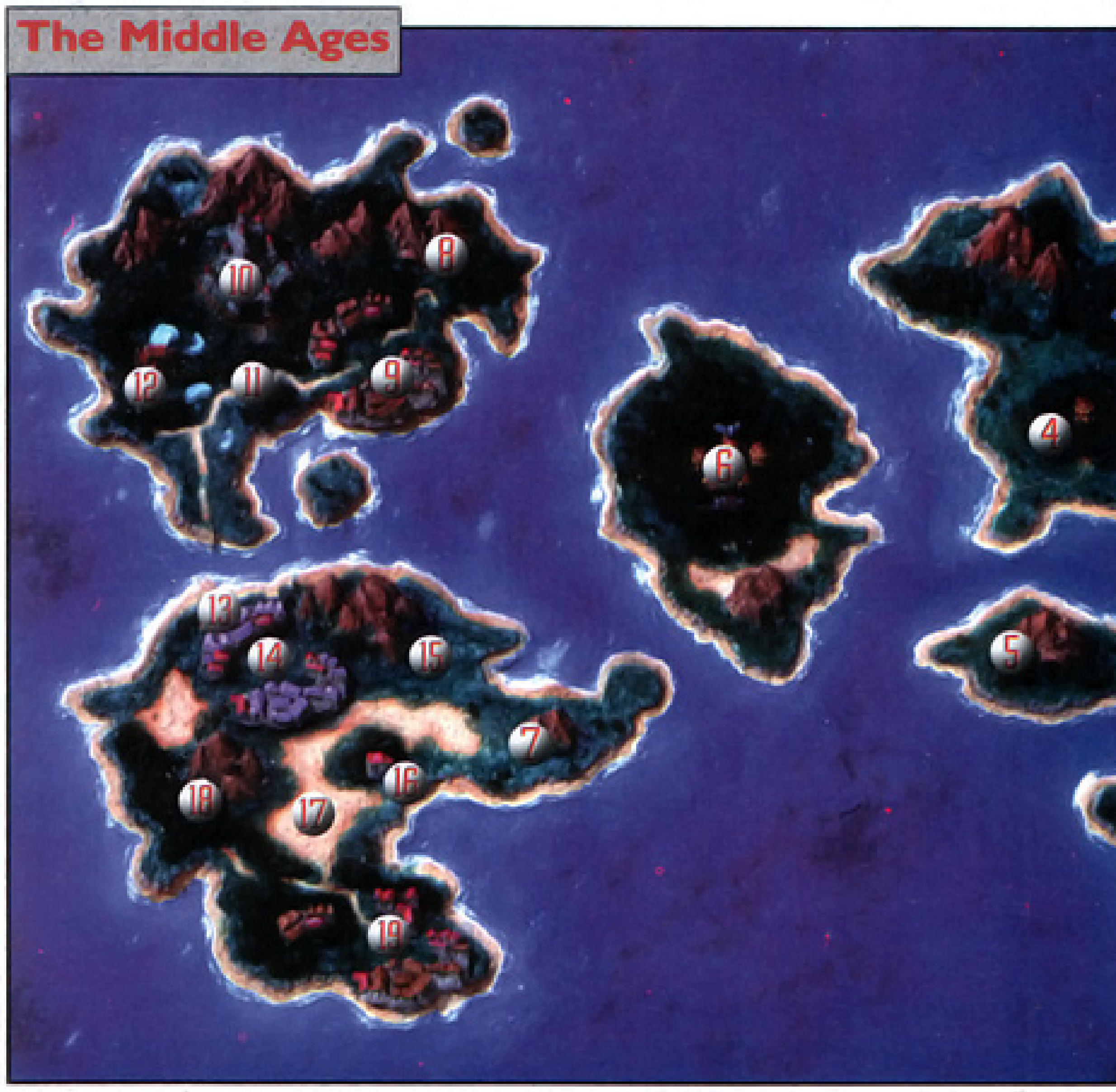
You must travel through the Magic Cave to reach Magus's lair.

Magus's Lair

7 MAGIC CAVE

Use the repaired Masamune to open the door to the Magic Cave.

The Middle Ages



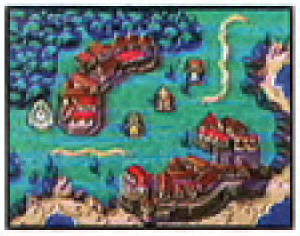
8 TRUCE CANYON

You'll emerge here when you first go to A.D. 600. Later, return here to the Time Portal.

Truce Canyon

9 TRUCE

Lucca meets her grandfather, a craftsman who made the legendary Leene's Bell by hand.



Market

Iron Blade	350	Tonic	10
Dart Gun	800	Heal	10
Karate Gi	300	Revive	200
Bronze Helm	200	Shelter	150

Happenings

A.D. 600

2

le in Guardia Castle. When pears again, meet Lucca ch for Queen Leene.

3

with Frog in the Cathedral. akra, rescue Queen Leene, t Marle again.

Step 10

Take Jerky to the soldiers at Zenan Bridge. Battle Zombor, then travel to the southern continent.

Step 11

Talk to Frog in the Cursed Woods, then find the pieces of the broken sword. Get the Hero's Medal from Tata.

Step 15

Recruit Frog and have him open the Magic Cave. Enter Magus's Lair. Defeat Flea, Slash and Ozzie.

Event 2

Have the Northern Ruins repaired, then take Frog downstairs to have the Masamune powered up.

Event 3

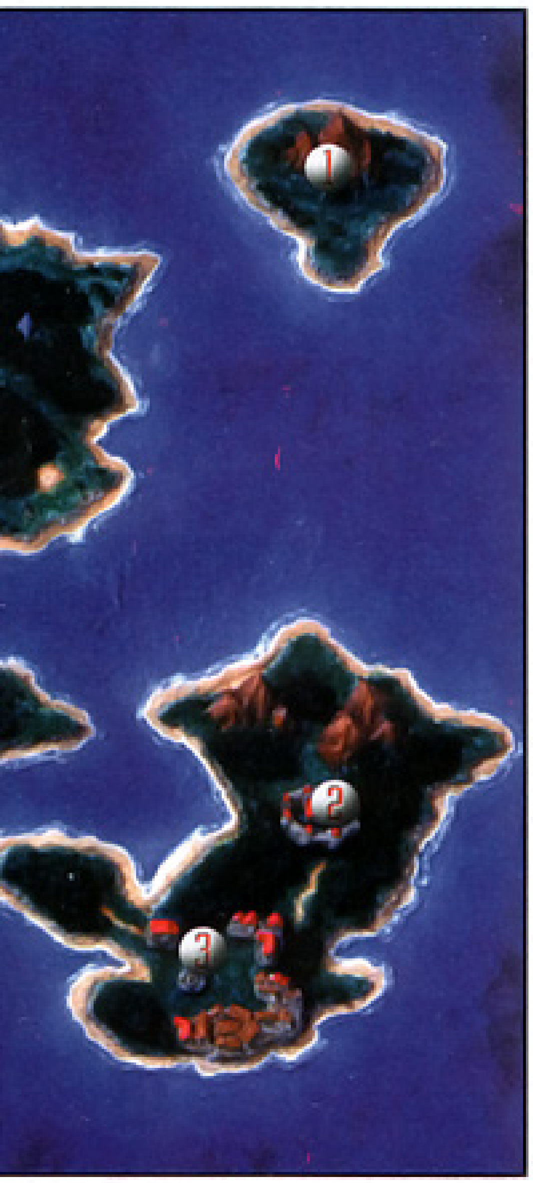
Defeat the Retinite in the Sunken Desert and leave Robo behind to help Fiona restore the forest.

Event 4

Use the Epoch to fly to Ozzie's Fort. Go inside to battle Flea Plus, Super Slash and the Great Ozzie.

Event 7

Pour Soda on Toma's grave in A.D. 1000, then fly to the Giant's Claw to get the Rainbow Shell.



10 GUARDIA CASTLE

Replenish HP and MP by sleeping in the soldiers' quarters.

Guardia Castle

11 GUARDIA FOREST

On your way to the castle, avoid the enemies you had to fight earlier.

Guardia Forest

12 CATHEDRAL

Play the organs to open secret doors, then rescue Queen Leene.

13 ZENAN BRIDGE

You must attack Ozzie and defeat Zombor to cross this bridge.

Zenan Bridge

14 DORINO

You'll want Marle in your group at this point, because she can obtain the Power Lunch. You can also pick up a few items at the market.

Market

Tonic	10
Mid Tonic	100
Heal	10
Revive	200
Shelter	150

15 DENADORO MOUNTAINS

Here you'll meet and fight the mischievous twins, Masa and Mune, to earn a legendary sword.

Denadoro Mts.

16 FIONA'S VILLA

Fiona's Villa

Fiona's dream is to revive the great forest that once flourished in the desert. You can help her realize her dream if Robo is in your party and you have been kind to plants.

17 SUNKEN DESERT

Sunken Desert

In a past time, advise the woman in Zeal Palace to save her plant. Giving her that advice will make the Sunken Desert appear in A.D. 600.

18 CURSED WOOD

Find a broken handle for a sword.

Cursed Woods

19 PORRE

Visit Tata's house near the Porre Inn. Tata knows that he's no hero, so he'll turn over the Hero's Medal, which Frog can equip to make his attacks more powerful.

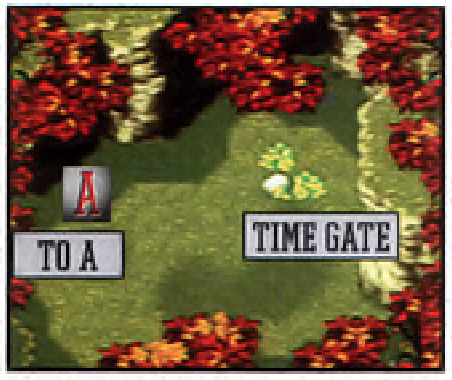
Market

Gold Suit	1,300
Beret	700
Tonic	10
Mid Tonic	100
Heal	10
Revive	200
Shelter	150

Step 2

The Queen Returns

Marle disappears after trying Lucca's invention, and Crono tries to rescue her. Crono grabs Marle's pendant and tells Lucca to activate the Super Dimension Warp again. Like Marle, Crono disappears.



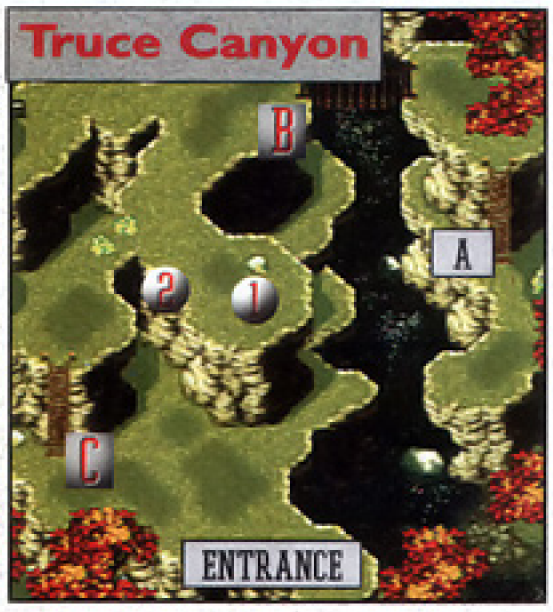
As Crono rematerializes, he finds himself in the woods, where several Blue Imps attack. Use Crono's Cyclone during this first battle, then exit to the left. Cross the bridge, battle more Blue Imps, then open the two nearby treasure chests to find useful items. Next, locate the castle and make your way to the Queen's chamber. As you leave the woods, you will see an overview map. Visit the Residence in the village to discover you've traveled to A.D. 600. Save your game.

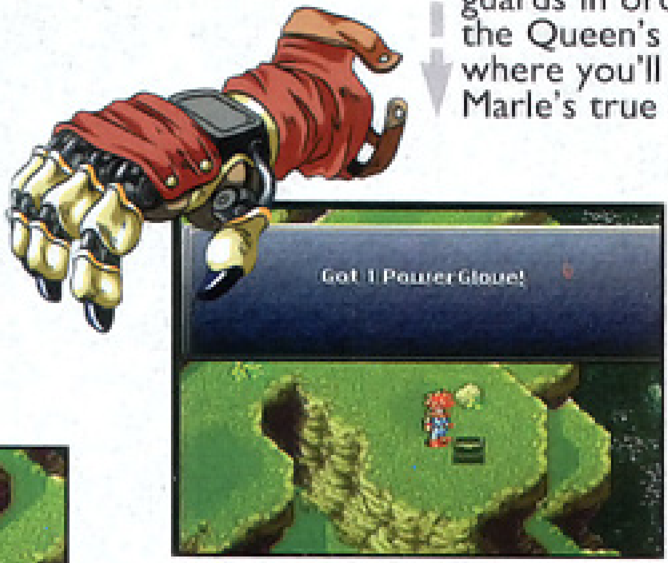
Destinations

Truce Canyon
Travel through Truce Canyon to the village. As you go, fight the Blue Imps to earn money and valuable experience.

Guardia Forest
Follow the path out of town. From here, you can either visit Guardia Castle or the Cathedral. Go to the castle first.

Guardia Castle
You'll have to get past the guards in order to reach the Queen's chamber, where you'll discover Marle's true identity.





Got 1 PowerGlove!

Enemies

A 3 Blue Imps

B 2 Blue Imps

C 2 Blue Imps + Roly

Things to Do

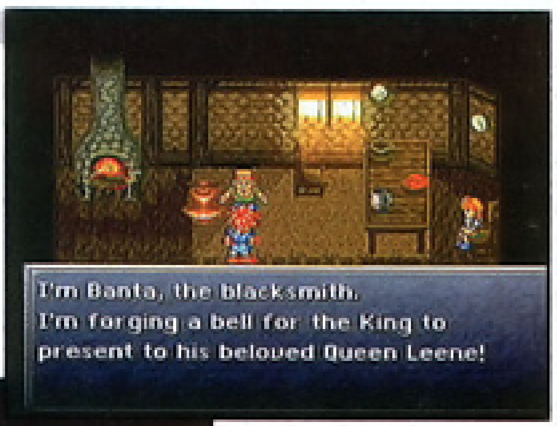
1. You must gather items along the way. In this area, you'll want to pick up the Power Glove and Tonic.

Treasures

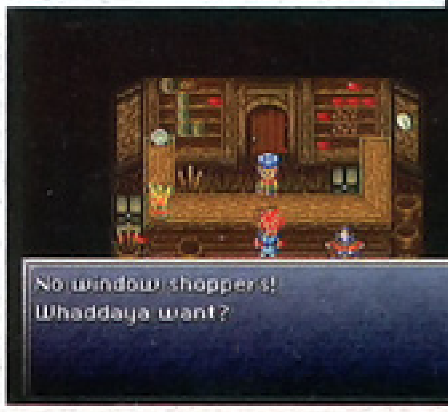
Power Glove
Tonic

Explore Truce

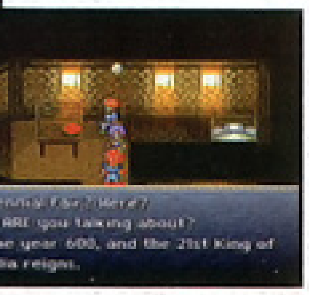
In the village, make several stops. Talk to people to uncover clues as to where you'll find Marle. At the Inn, speak with Toma, then drop by the Market to buy valuable goods. Stock up on Tonic, Heal, Revive and Shelter items, which are vital for staying alive.



I'm Banta, the blacksmith.
I'm forging a bell for the King to present to his beloved Queen Leene!



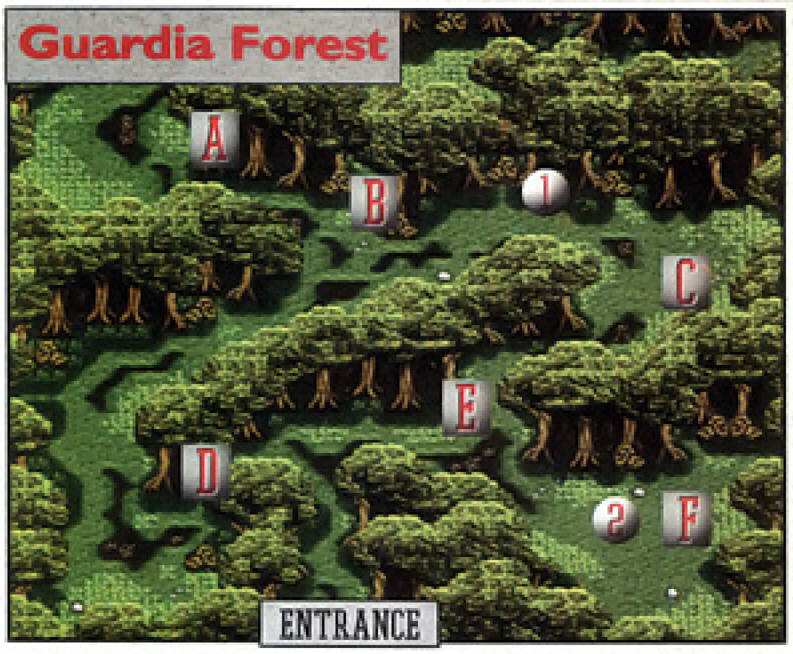
No window shoppers!
Whaddaya want?

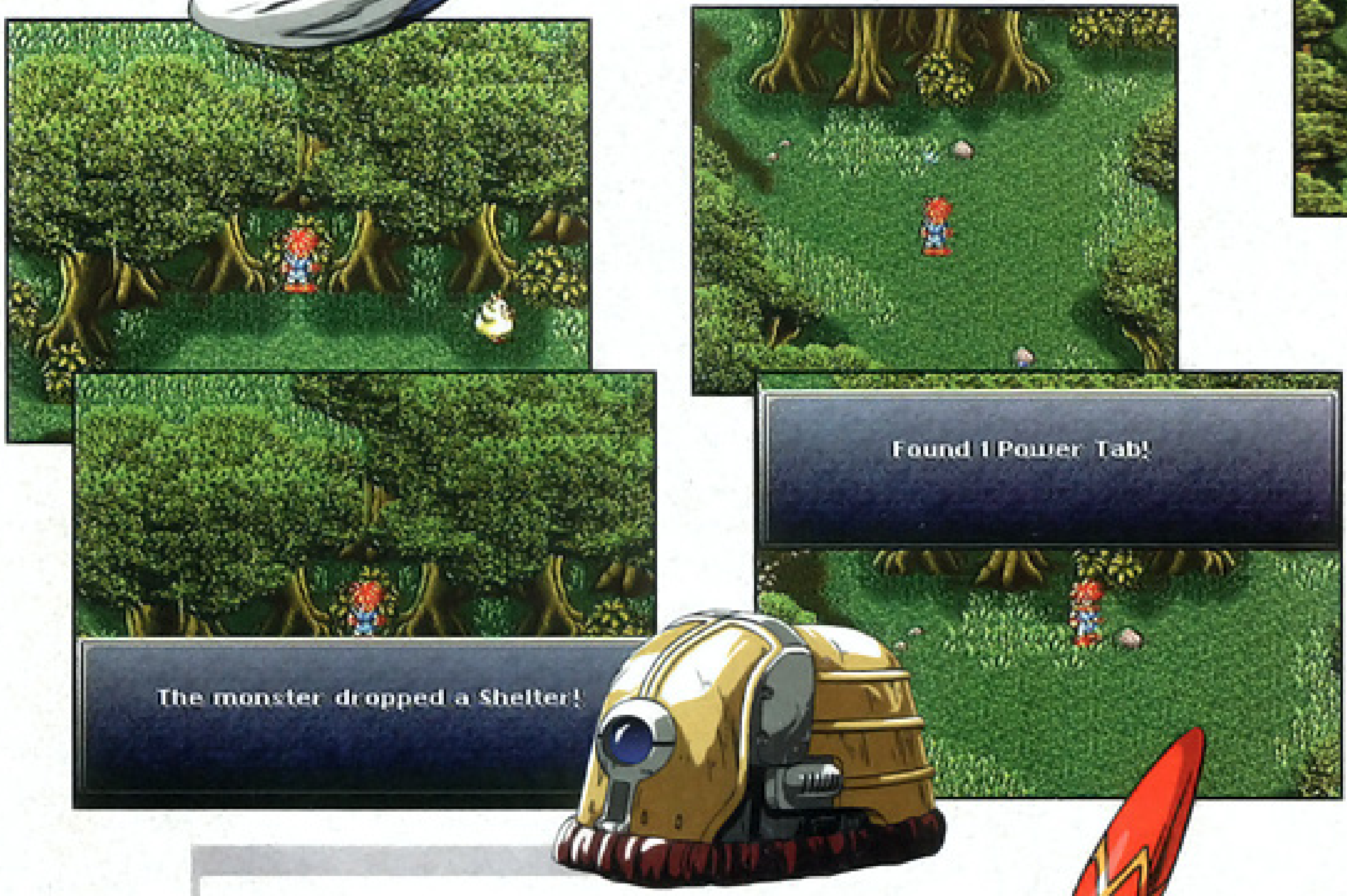


A Millennial Fair? Here?
What ARE you talking about?
It's the year 600, and the 21st King of Guardia reigns.

GUARDIA FOREST

To get from the village to the castle, go through the forest. In the trees, you'll battle Green Imps and Roly Riders. If you see a shiny stone on the ground, examine it to find a Power Tab. There's also a monster hiding in the bushes who will appear and drop a Shelter. The creatures here are relatively weak, so basic sword attacks will often suffice.




The monster dropped a Shelter!

Found 1 Power Tab!

Sealed with a my rious energy···

Things To Do

1. Pick up the Shelter the monster drops when you scare him
2. Examine the shiny stone to find a Power Tab.

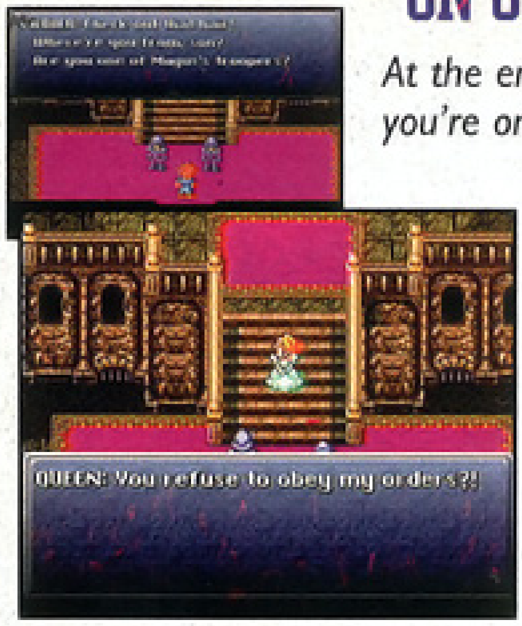
Treasures

Speed Tab
Power Tab
Shelter

Enemies

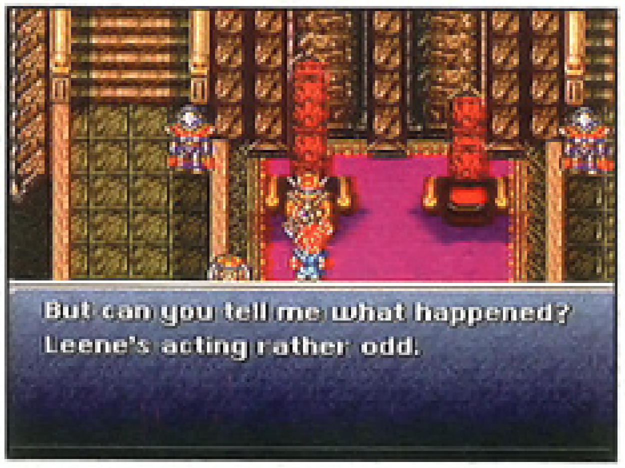
A	3 Roly Riders
B	2 Roly Riders
C	3 Rolys
D	3 Blue Eaglets
E	1 Green Imp, 2 Rolys
F	2 Roly Riders

ON GUARD

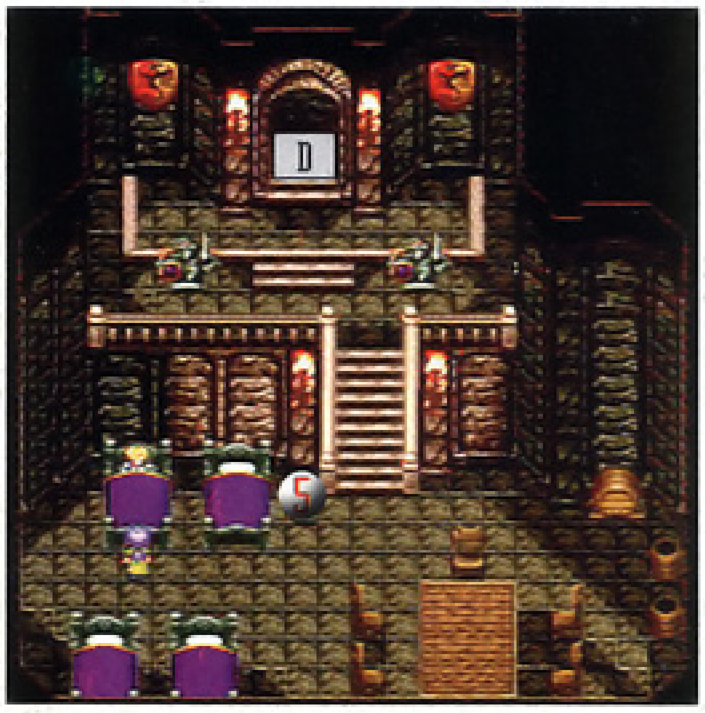


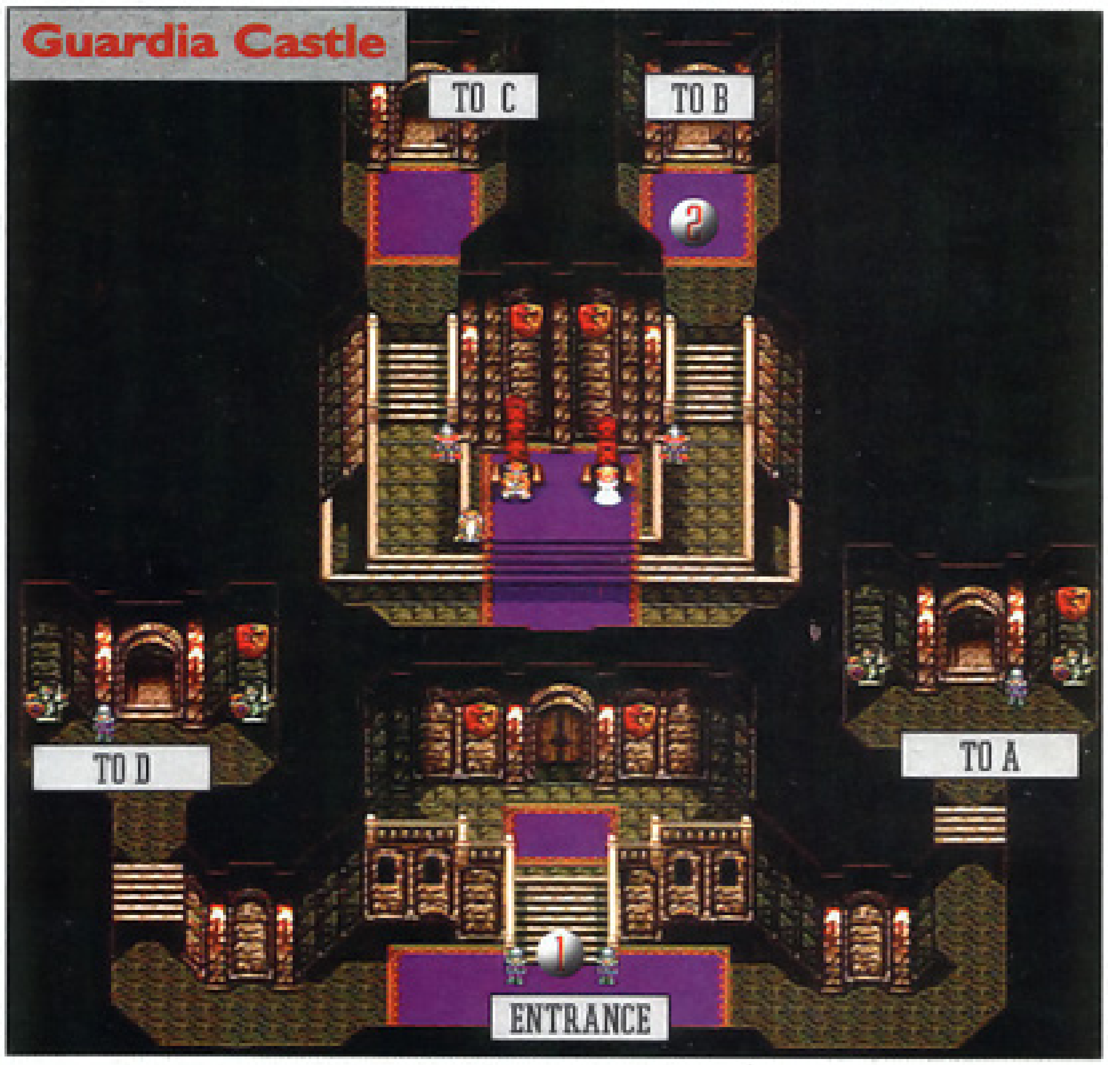
QUEEN: You refuse to obey my orders?!

At the entrance to the castle are two guards who think you're one of Magus's spies. Luckily, Queen Leene appears to lead you to the King. Follow the King upstairs and talk to the guards you meet. They'll tell you that the Chancellor has been acting very strangely. As you explore, open chests and take whatever is inside. Return to the throne room, then head upstairs to the Queen's room where she waits for you.



But can you tell me what happened?
Leene's acting rather odd.



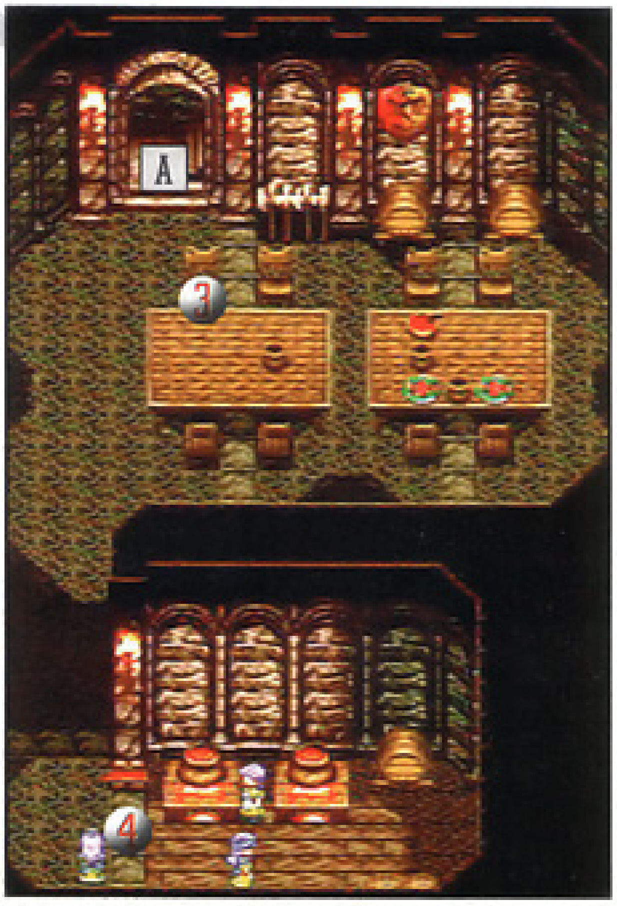


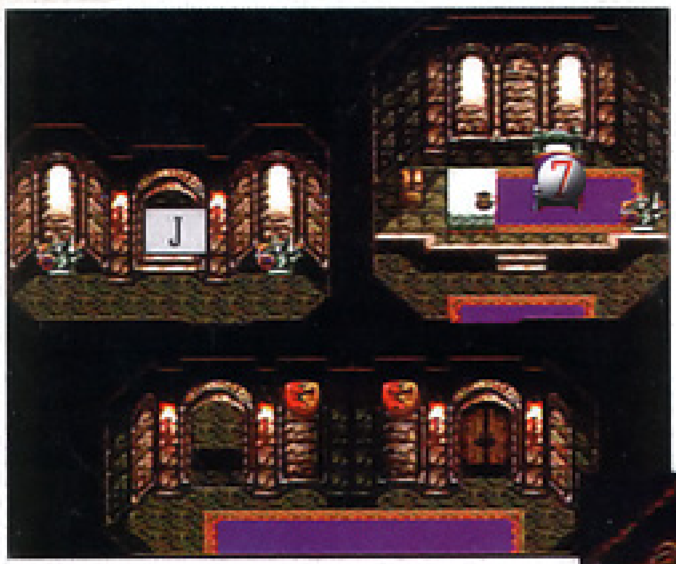
ZZZZZ

If you follow the directions given by the King and his guards, you'll find the Soldiers' Quarters by going down the staircase on the left. It's a great place for you to replenish your energy. Get some rest in a bed, then have a bite to eat.

Things To Do

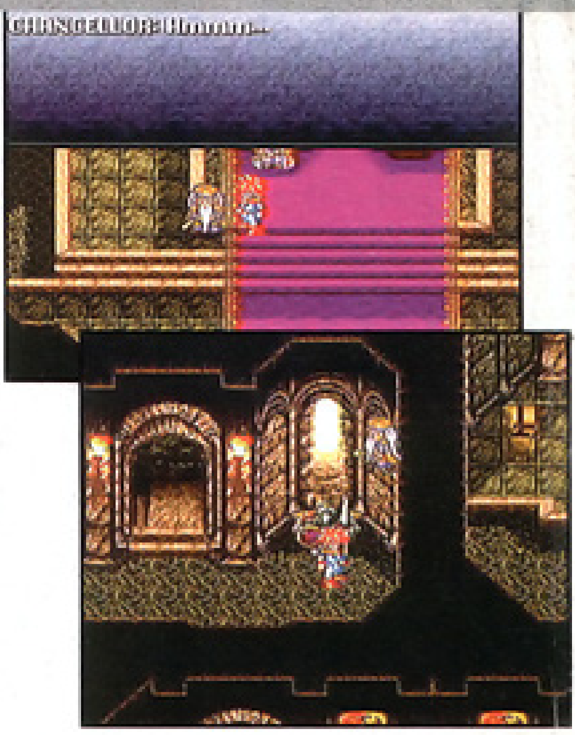
1. Meet two guards at the entrance, then let the Queen escort you inside to meet the King.
2. From the throne room, follow the staircase on the right upstairs to see the Queen.
3. Sit back and relax as the King's servants feed you a meal that replenishes your strength.
4. Snoop around to find treasures. Speak with the servants in this room and open the chest to obtain an Ether.
5. At the King's invitation, go to the Soldiers' Quarters for a nap. The rest will do you good.

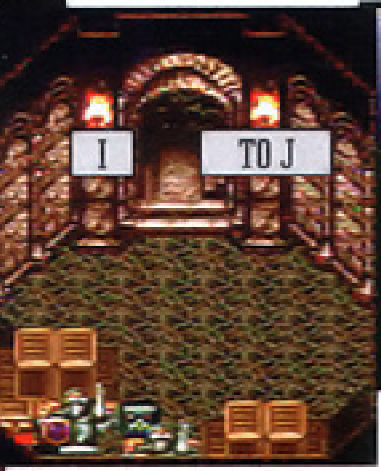


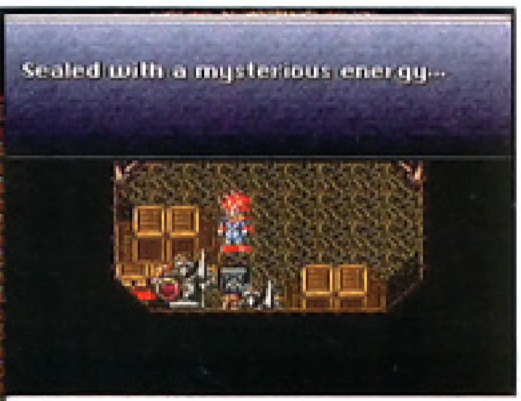


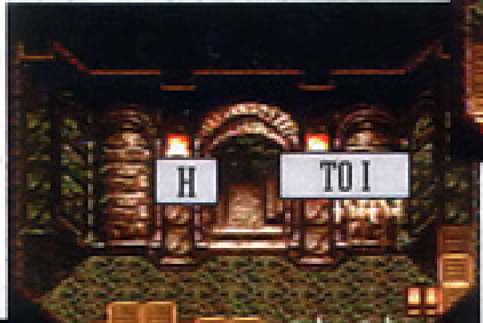
A MAD CHANCELLOR?

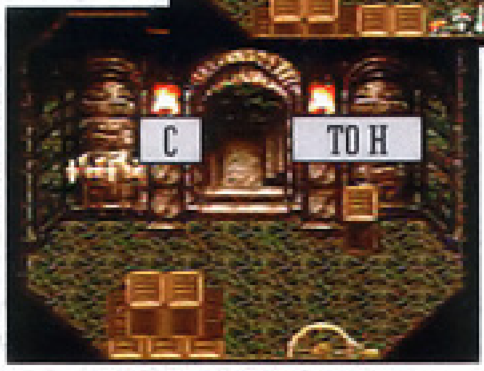
As you explore the castle and speak to the guards and servants, you'll discover that the Chancellor has been acting very oddly. Try to find out as much as you can from the servants. Crono will soon discover that nobody is who he or she appears to be.


CHANCELLOR: Hmmm...



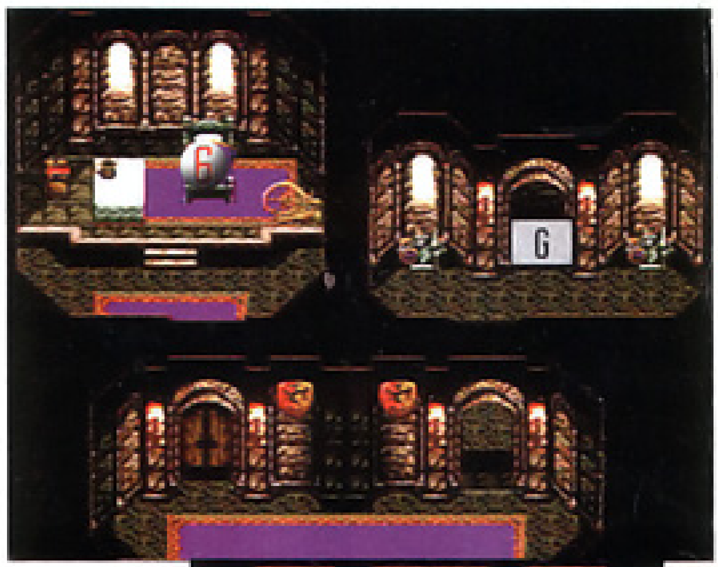

Sealed with a mysterious energy...

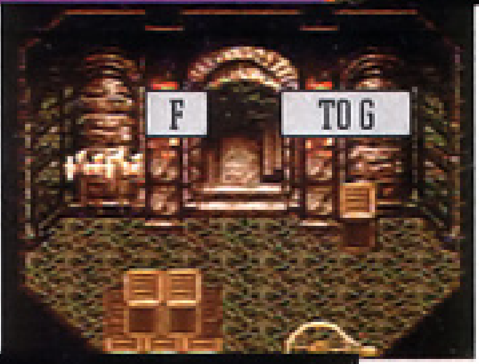


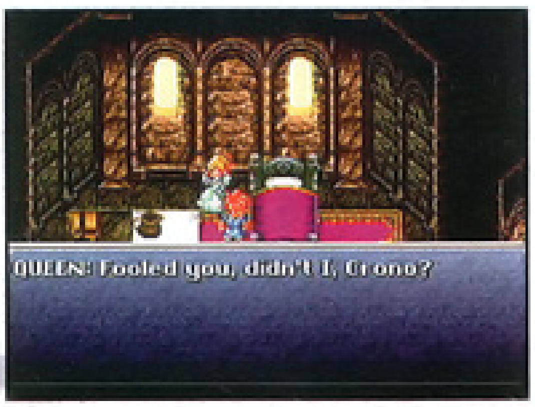


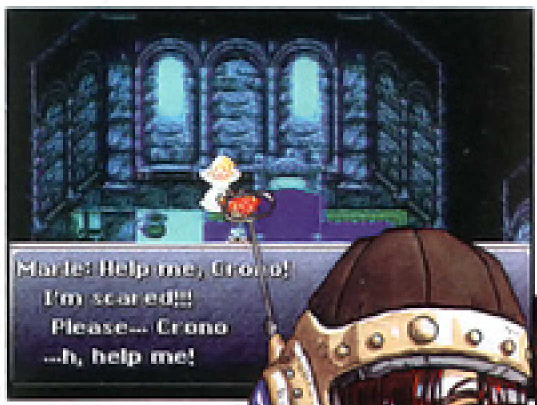
A FAKE QUEEN?

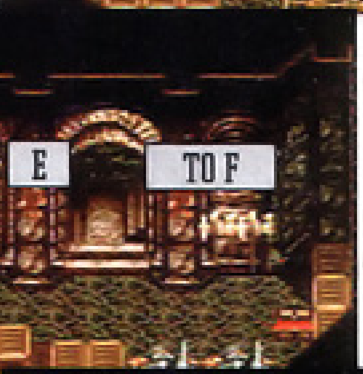
Grab the Tonic that's hidden within the chest in the Queen's chamber. When Crono meets the Queen face-to-face, he discovers that this Queen Leene is really his friend Marle. Or is Marle really Princess Nadia? Just when the two start talking, Marle suddenly disappears...again! It seems that there is some kind of mysterious link between the royal women.






QUEEN: Fooled you, didn't I, Crono?


Marle: Help me, Crono!
I'm scared!!!
Please... Crono
...h, help me!



Things To Do

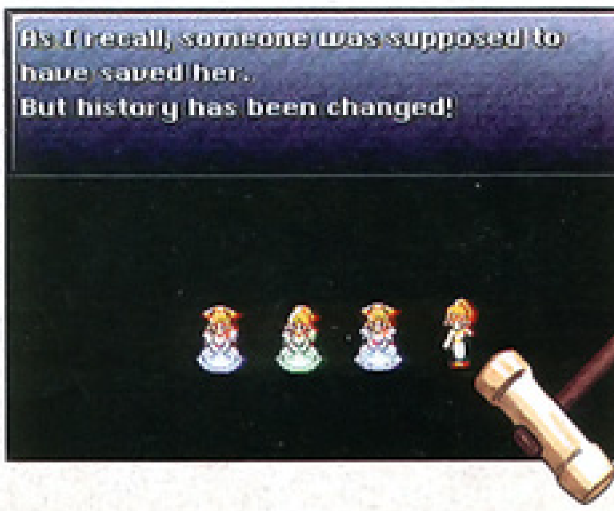
- 6 Return to the Queen's chamber and meet Marle once again.
- 7 When you return to visit the King, you'll find he is injured. He will give you a clue about the Hero's Medal.

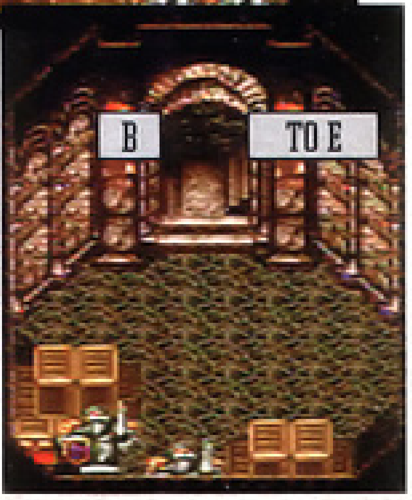
Treasures

100 Gold
Tonic
2 Ether
Bronze Mail
Red Vest
Power Tab

LUCCA'S NEWS

If the real Queen is not found, Leene's descendant, Marle, will cease to exist.


As I recall, someone was supposed to have saved her.
But history has been changed!



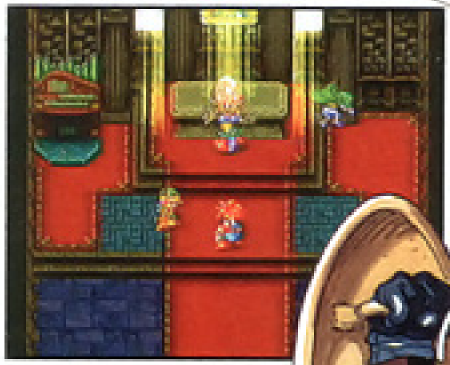
Step 3

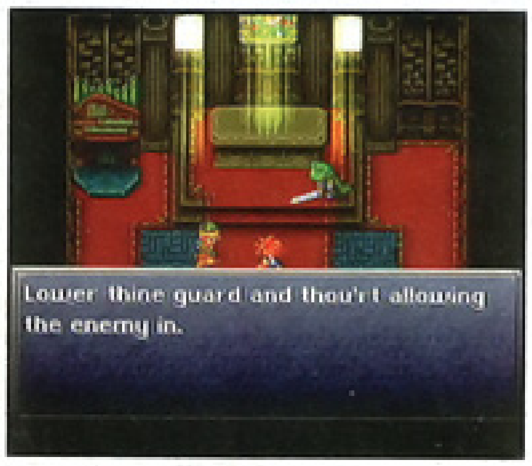
The Queen is Gone

With the real Queen missing and Marle gone—again—all clues point toward the Cathedral. To reach it, travel back through the forest. Prepare for battles with stronger opponents, like Blue Eaglets.

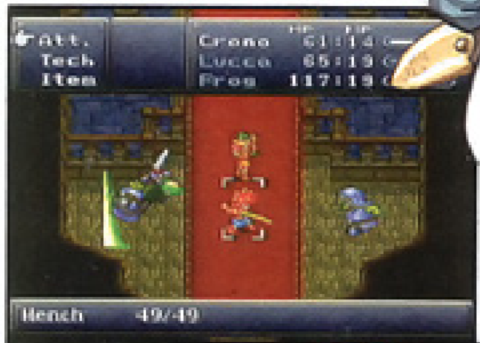
A VALIANT FROG

Welcome to the Cathedral, a sacred place where several people sit in silent meditation. Walk up and talk to the organist. Near the pulpit, you'll discover a Hair Pin bearing Guardia's royal crest. Suddenly, all four of the churchgoers will transform into evil Naga-ette creatures. Use Crono and Lucca's Tech abilities to win this battle. Just when things begin to calm down, Frog will appear to defeat one last Naga-ette. Play the organ to unlock a hidden doorway.





Lower thine guard and thou'rt allowing the enemy in.

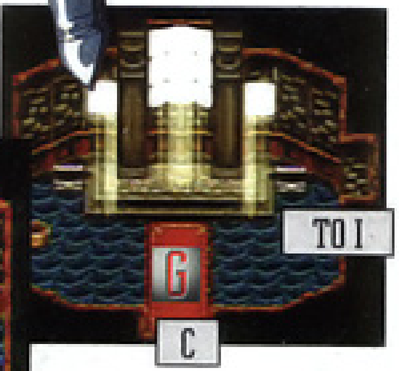


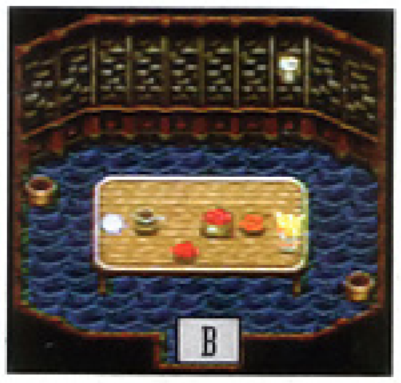
Destinations

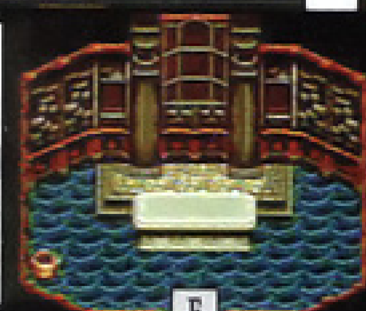
Guardia Castle
Marle, from the present, is a descendant of Queen Leene. You must locate them both. Time travel is confusing!

Guardia Forest
As you go through the trees to the Cathedral, you'll fight several creatures to earn experience and money.

The Cathedral
Strangeness. Normal looking people transform into beasts right before your eyes. What's next, a talking frog?





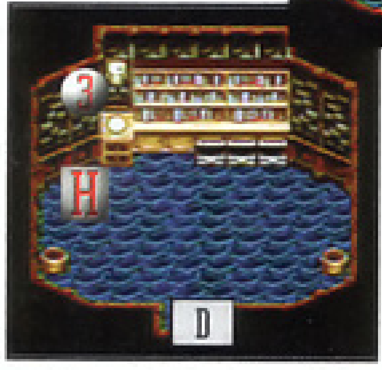


Things To Do

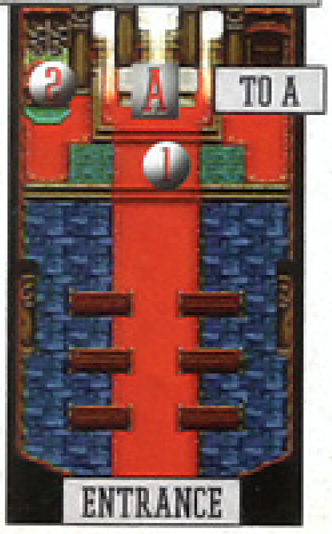
1. If you pick up the Hair Pin, the churchgoers transform into Naga-ettes and fight.
2. Play the organ to open the door on the right.
3. Check out the drawer of this cabinet.
4. Whichever staircase you chose will collapse into a slide.
5. Hit the Skull switch to lower the spikes in the floor so you can cross over.
6. Watch Out! If you hit this skull switch, monsters will drop on you.
7. Play the second organ to open a second secret door, which leads to Yakra.

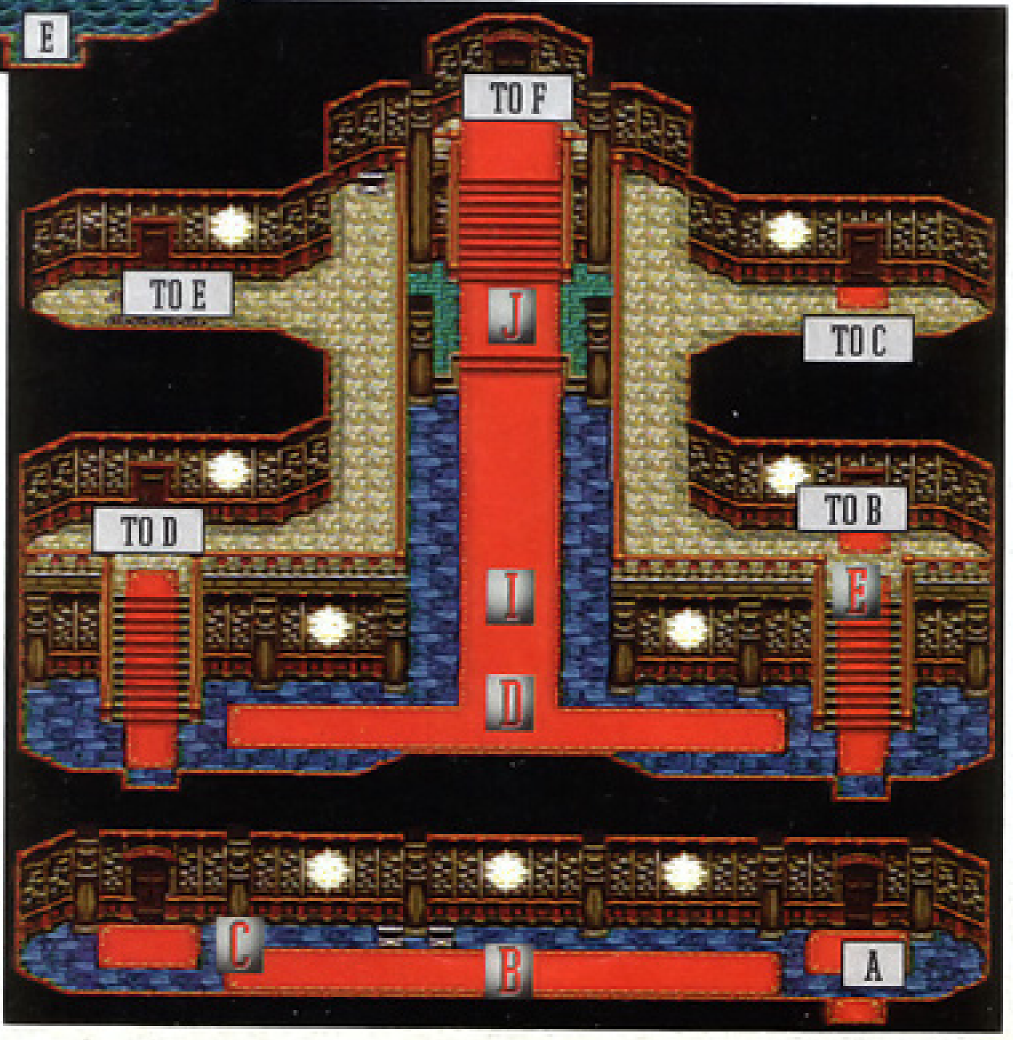
Treasures

100 G	Naga-ette Bromide
Steel Saber	Revive
3 Tonics	Speed Belt
2 Ethers	Heal
Mid Ether	Shelter
Maiden Suit	Iron Sword
Defender	Power Tab



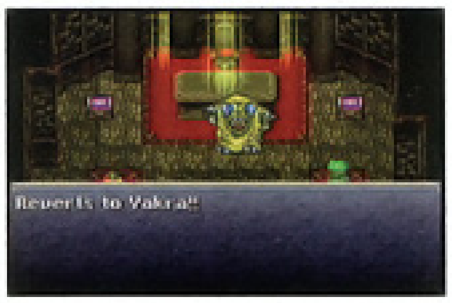
Cathedral

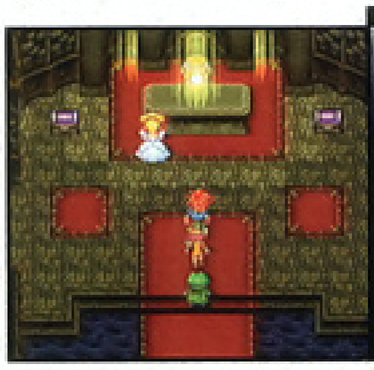


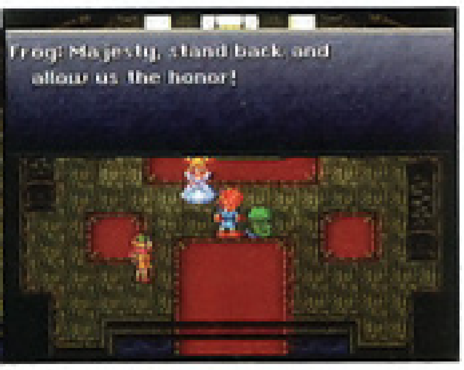


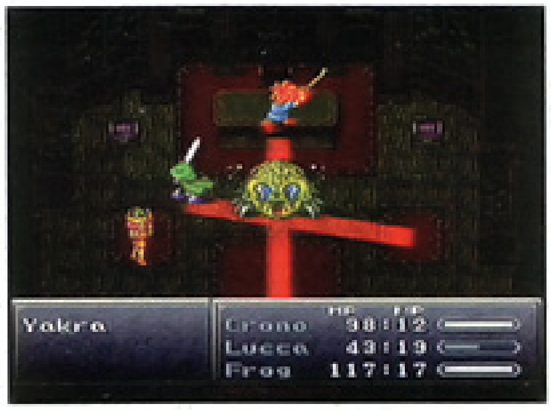
SAVE THE QUEEN!

Go through the secret door and prepare to fight. When you find the real Queen with the Chancellor, she'll shout a warning and run off. The Chancellor then becomes the evil Yakra! Use each character's strongest attacks and Tech abilities to battle him. When you win, the Queen will take you back to the castle.


Reverts to Yakra!!



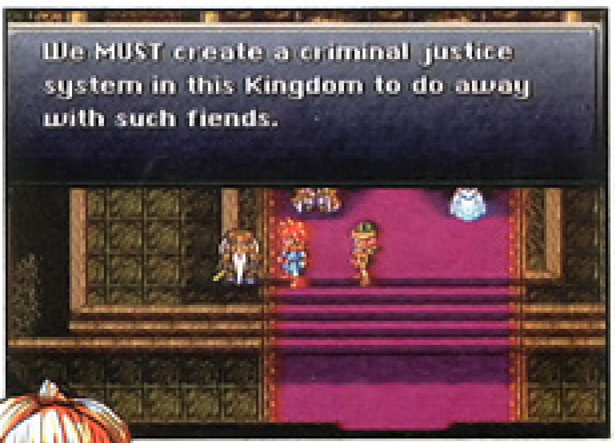

Frog: Majesty, stand back and allow us the honor!


Yakra

HP MP
Crono 38:12
Lucca 43:19
Frog 117:17

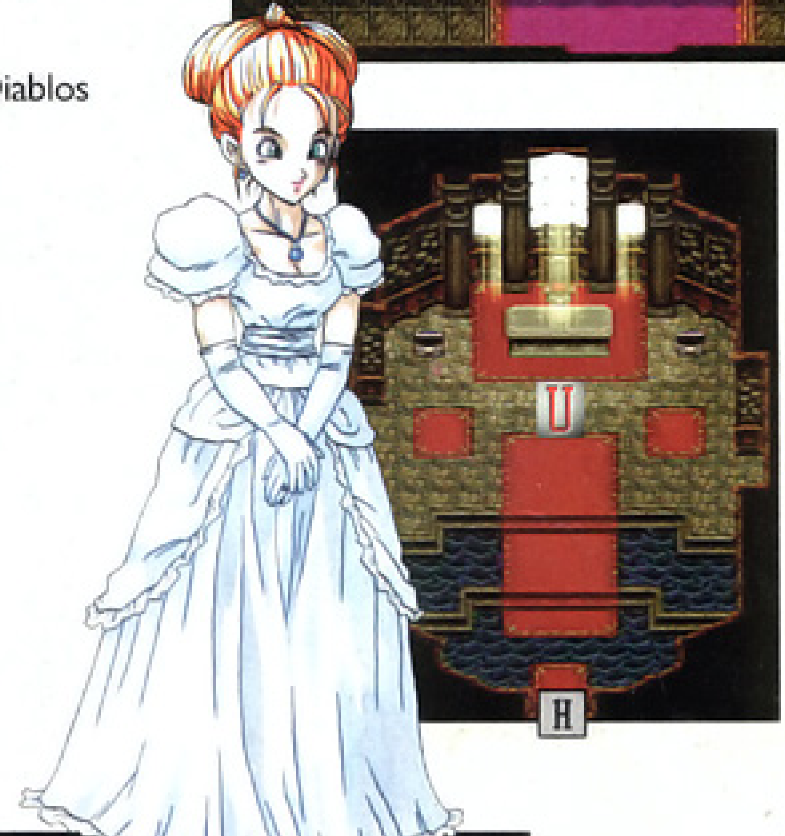
Leene Returns

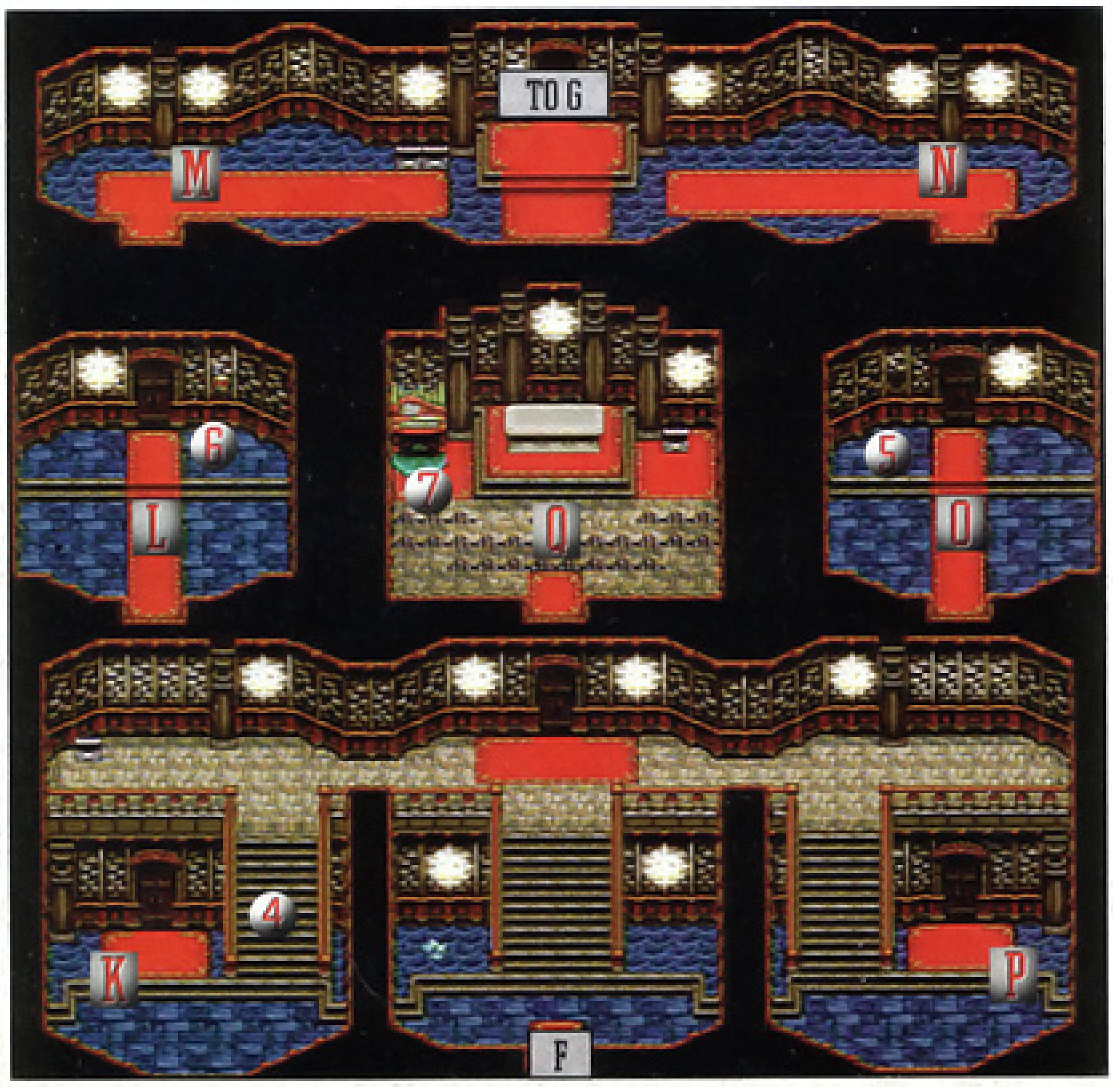
Leene stays with her king, but Marle joins Crono and Lucca as they travel back to their own era. They exit and set off to find the Time Gate.

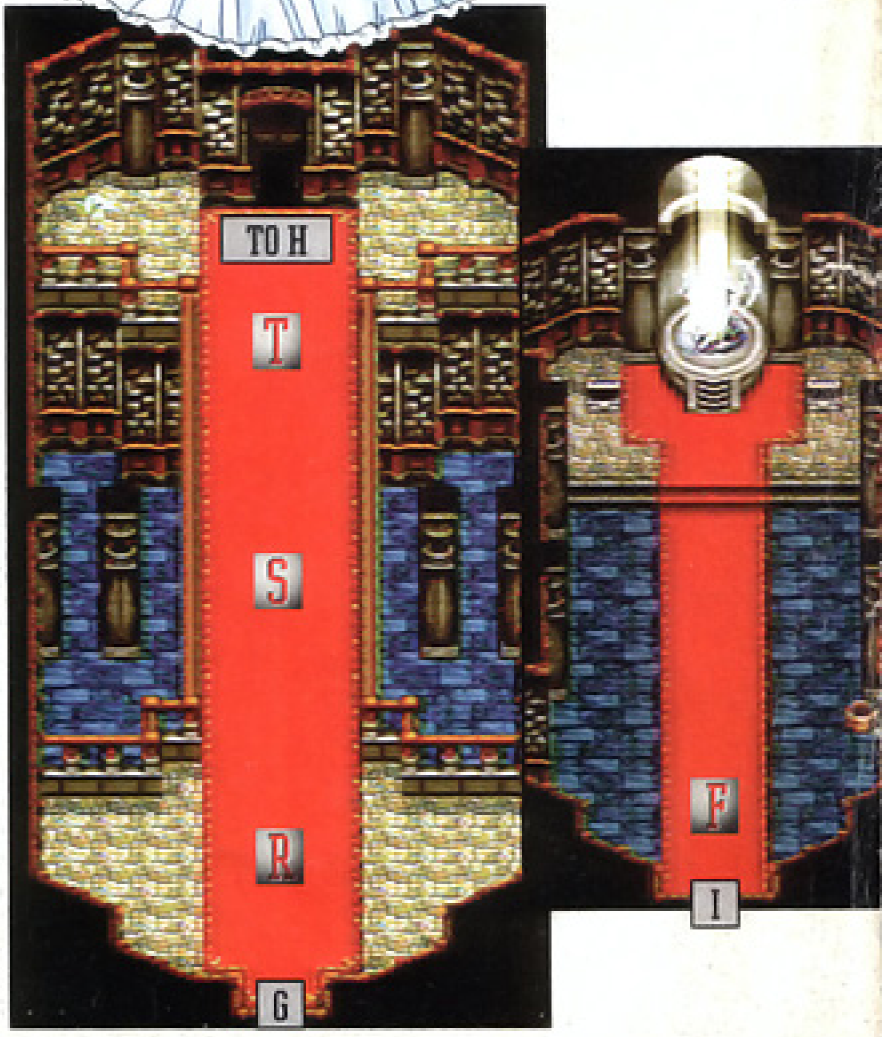

We MUST create a criminal justice system in this Kingdom to do away with such fiends.

Enemies

A	4 Naga-ettes
B	3 Diablos
C	2 Diablos
D	2 Diablos
E	2 Gnashers
F	3 Diablos, 2 Naga-ettes
G	3 Gnashers
H	3 Henches
I	2 Gnashers, 2 Diablos
J	2 Naga-ettes, 2 Gnashers
K	1 Hench
L	2 Mad Bats
M	3 Henches, 1 Mad Bat
N	2 Henches, 2 Mad Bats
O	2 Diablos, 1 Mad Bat
P	1 Hench, 1 Mad Bat
Q	3 Henches, 2 Diablos
R	2 Henches
S	2 Naga-ettes
T	2 Henches
U	1 Yakra







Step 4

We're Back!

In the forest, Roly Riders, Blue Eaglets and other creatures await. As you pass through town once again, stop at the Inn for a nap before continuing your quest back to the castle.

Destinations

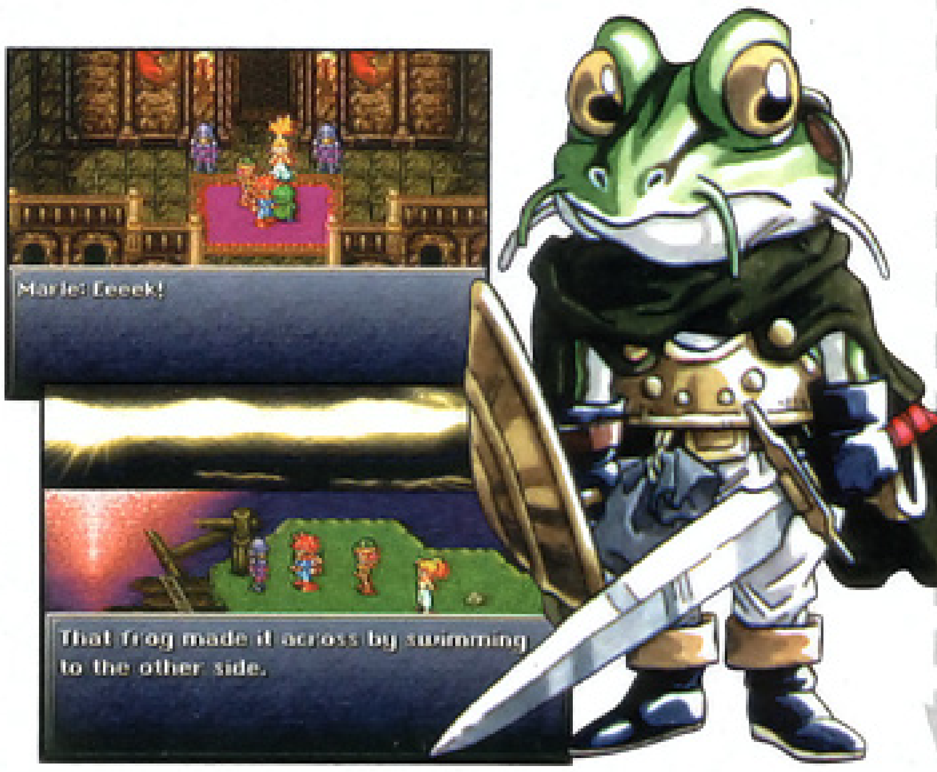
Truce Canyon
Retrace your steps through the canyon until you find the Gate, which lets you travel between time periods.

Leene Square
With the money you've earned, stop by the Market and pick up some additional supplies and new weapons.

Guardia Castle
Upon emerging from the Gate, you'll be back in the present and at the Fair. Escort Marle home.

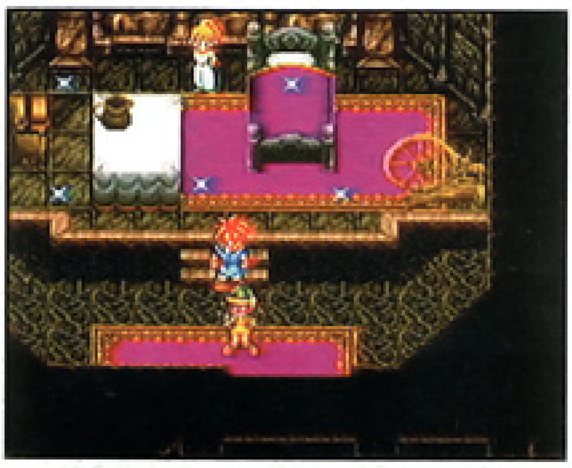
FROG DEPARTS

Frog was a helpful ally in your fight against Yakra, but he declines to join your party just now. Later, you'll meet up again in different circumstances. For now, he wanders off on his own.



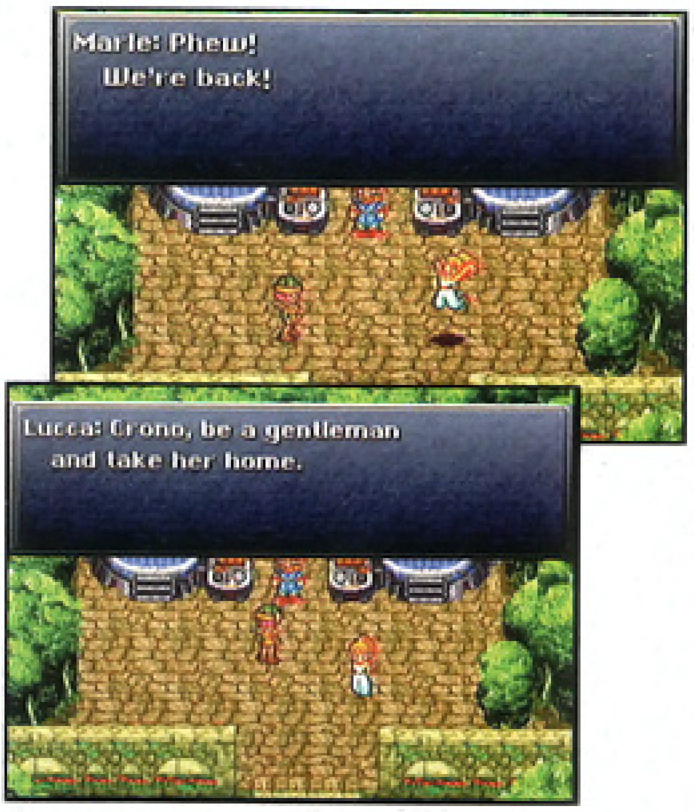
Marle: Eeeek!

That frog made it across by swimming to the other side.



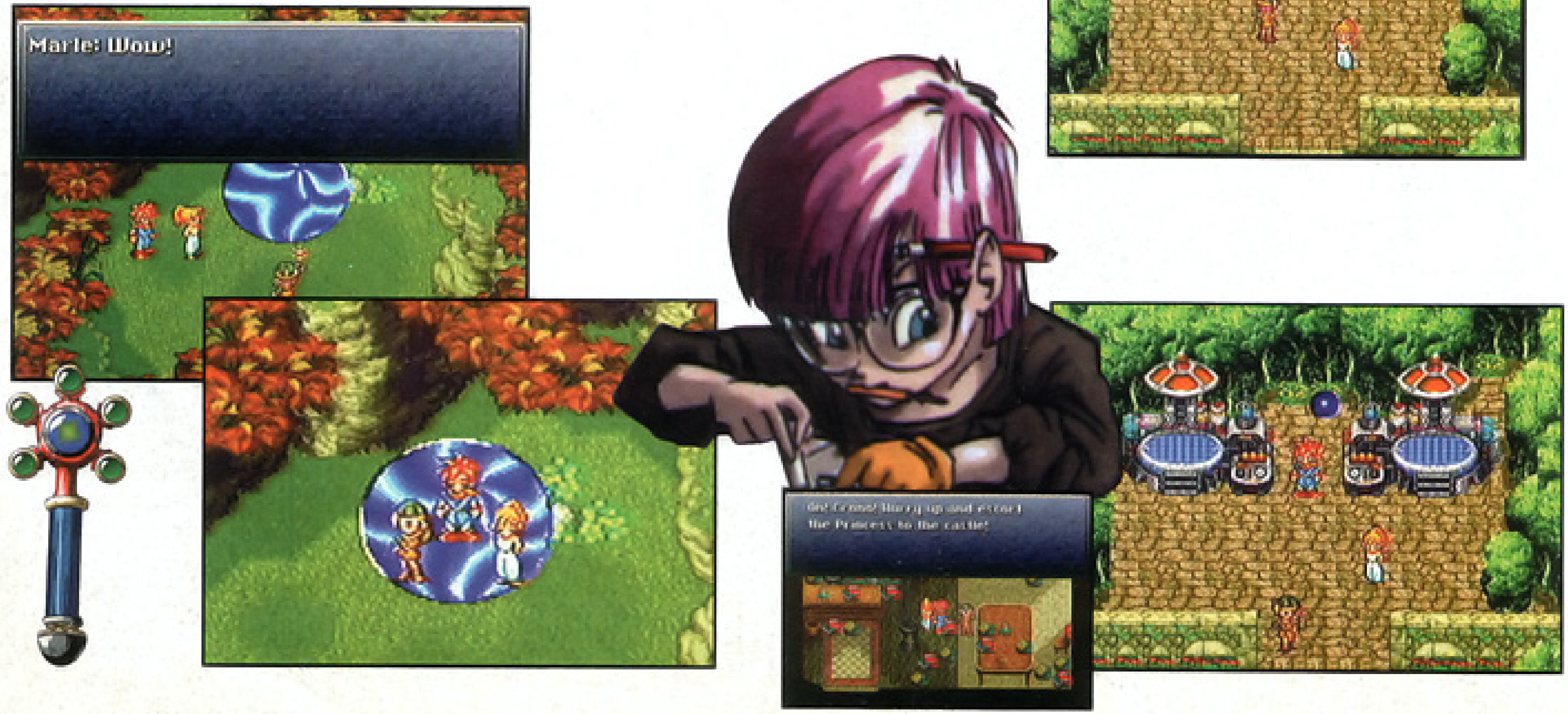
HOME AGAIN

Welcome home! Things should look familiar back at the Fair. Lucca will take off, leaving Crono to escort Marle home. If your supplies are low, restock at the Market, be sure that your HP and MP are at their max, then set out for the castle. As you travel through the forest, use caution. You can avoid fighting with many of the forest creatures if you're careful.



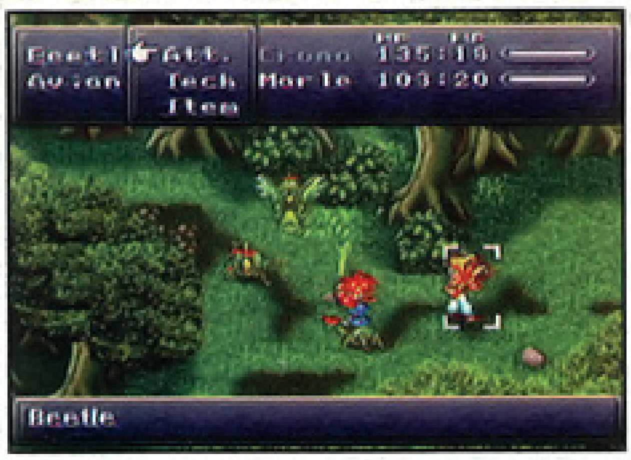
Marle: Phew!
We're back!

Lucca: Crono, be a gentleman and take her home.



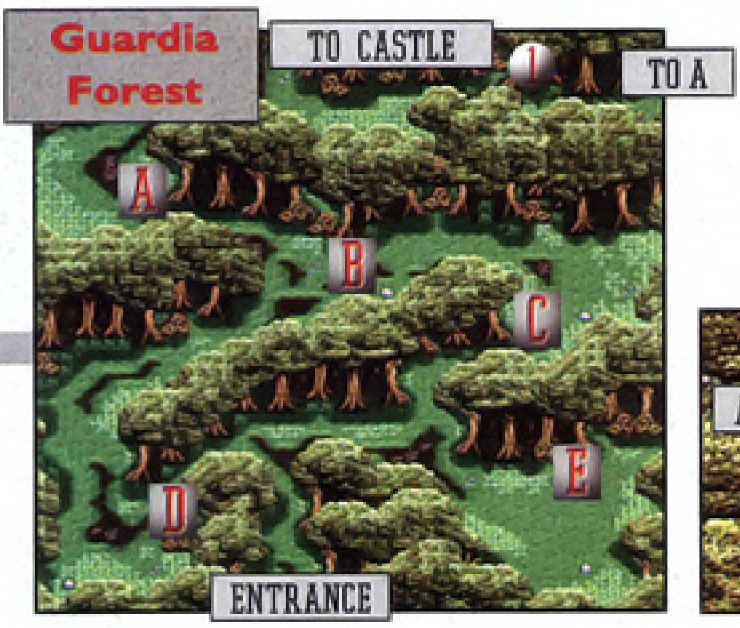
Marle: Wow!

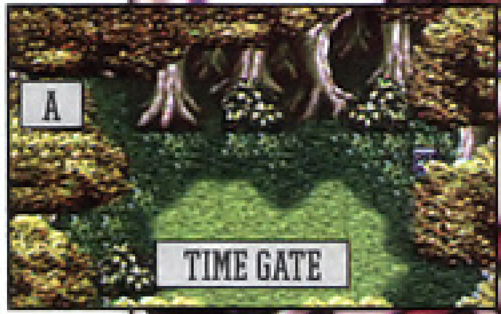
Oh! Crono! Hurry up and escort the Princess to the castle!

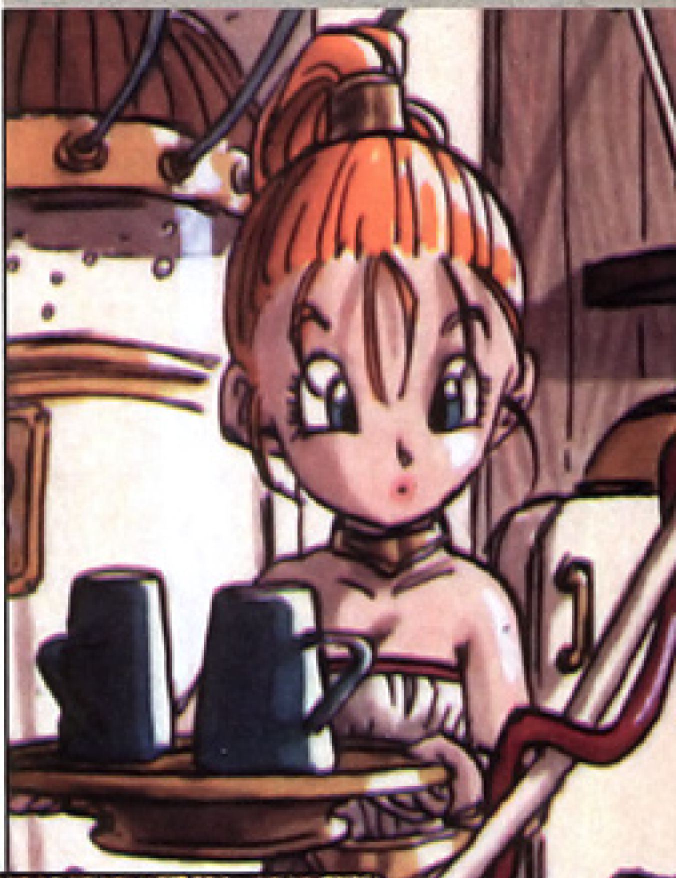


MOCK JUSTICE

After their adventure, Crono and Marle are glad to be back in the present, but good humor doesn't last long. As they emerge from the woods and attempt to enter the castle, Crono and Marle are greeted by hostile guards and a very angry Chancellor. Crono is accused of kidnapping the Princess and of being a terrorist. He's quickly grabbed by the royal guards, arrested and thrown into the dungeon. A trial date for Crono is set.







Things To Do

1 After escaping from prison, run into the woods to find a Time Gate that leads to the End of Time.

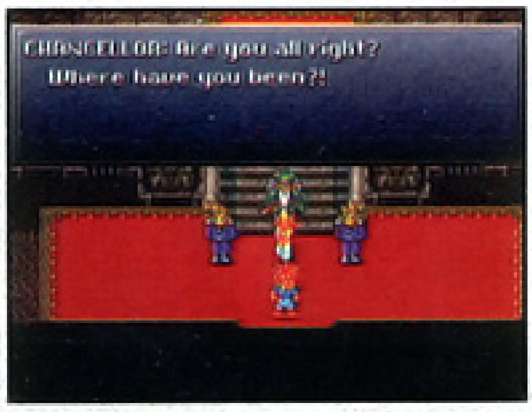
Treasures

Power Ring
Power Tab

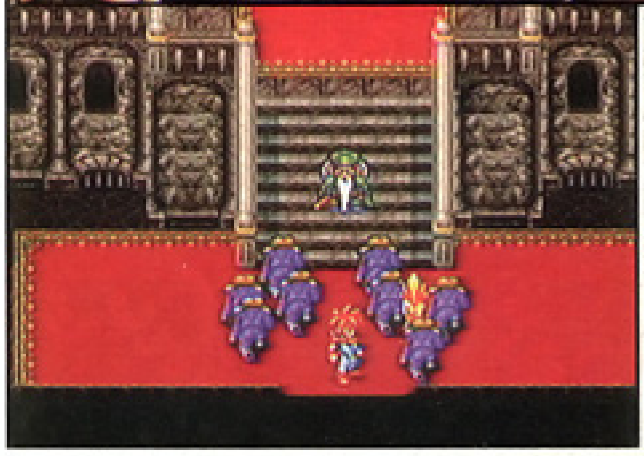
Enemies

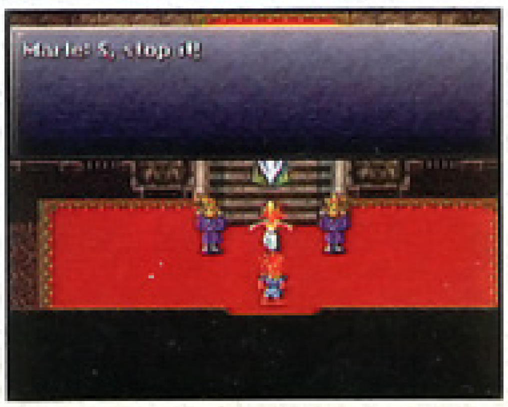
A 3 Hetakes
B 2 Beetles, 1 Avian Chaos
C 3 Beetles
D 3 Hetakes
E 3 Hetakes

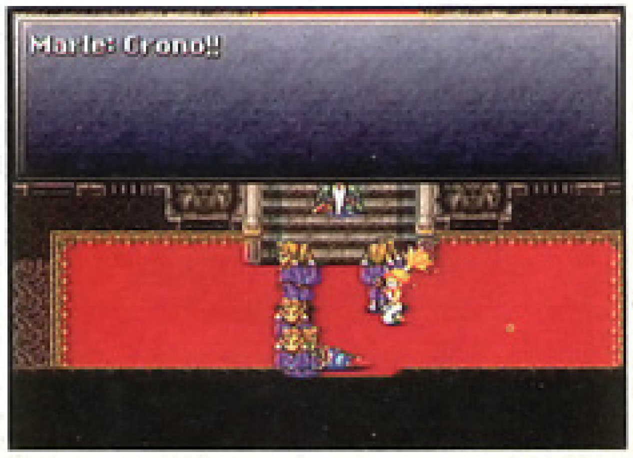
TRIAL BY LIAR


CHANCELLOR: Are you all right?
Where have you been?!

While Crono cools his heels in the dungeon, the Chancellor gathers witnesses to prove that he's a kidnapper, despite what Marle has to say. Now all of your earlier actions at the fair come to bear, because many of the townspeople you encountered will be witnesses against you. Even seemingly innocent actions on your part are twisted beyond belief in this sham of a trial.




Marle: S, stop it!


Marle: Crono!!

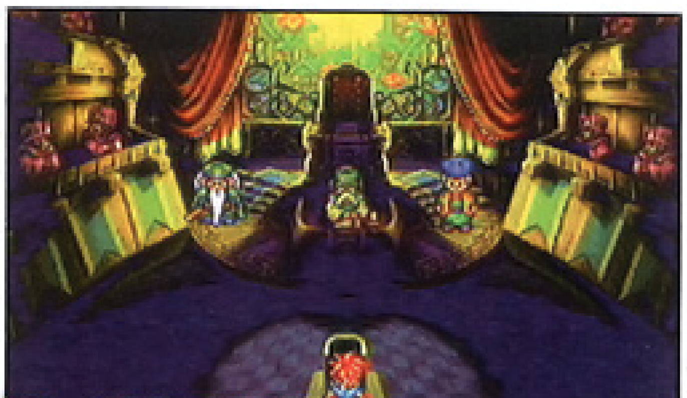
Step 5

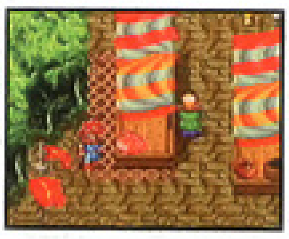
The Trial

When the Court of Guardia convenes, Crono has little hope of a fair trial. The Chancellor is the acting prosecutor in this case. Should Crono be found guilty, he will pay the ultimate price.

ON THE STAND

Everything you did at the fair will now be questioned. The Chancellor has a witness who will testify that you tried to hurt Marle by running into her. Another witness claims that you failed to help the young girl find her cat. Others will come forward to speak out as well.





Destinations

Guardia Castle

With Queen Leene safe in A.D. 600, Crono, Lucca and Marle must locate the Time Gate and teleport back into the present.

Truce Canyon

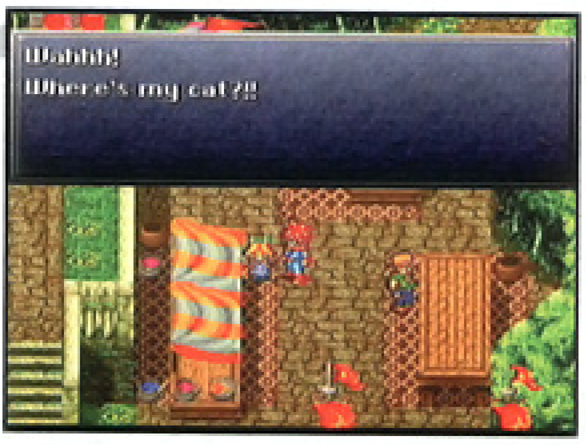
Return through Truce Canyon to the top of the cliff where the Time Gate appears. Now, the party can jump back to its own time.

Guardia Forest

Make your way back through the forest on the way to the castle, but don't expect a heroes' welcome when you return.

Going Down

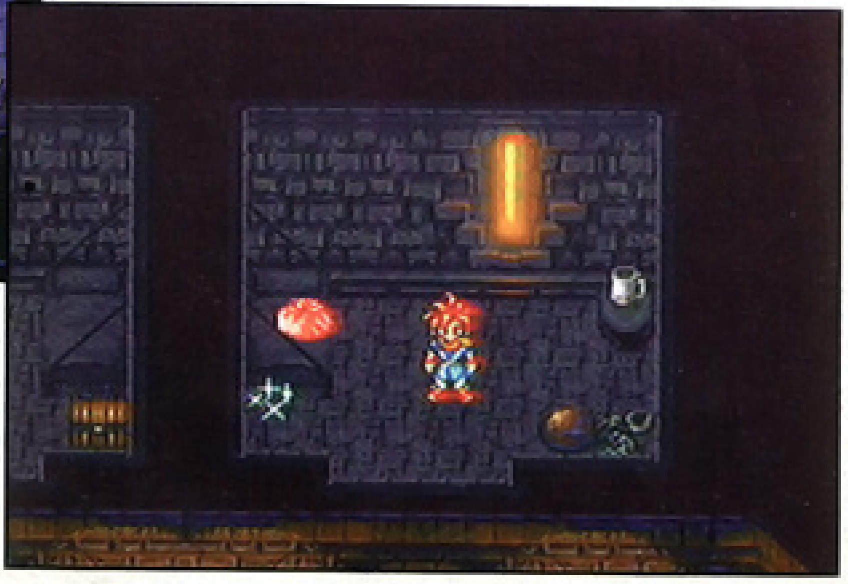
One witness after another will come forward to testify against Crono. But even if he did everything right at the fair, and even if the jury says he is innocent, it won't be good enough for the Chancellor. He'll throw Crono into prison no matter what.



Wahhh!
Where's my cat?!

LOCKED UP

Crono is escorted under guard across a bridge and into the royal prison, where the Chancellor makes up lies to keep him under lock and key. Once in jail, begin by exploring your cell. Save the game and grab any items you can. Drink the potion and restore your HP and MP.



Enemies

- **A** 2 Guards
- **B** 2 Blue Shields
- **C** 1 Decedent
- **D** 1 Guard
- **E** 1 Omnichrome

PRISON BREAK

From your cell, get the guards' attention, then continue to bother them until one of them tries to teach you a lesson. When he unlocks the door, escape! If, instead, you sit back and wait, Lucca will rescue you before you're executed.

Pipe down!

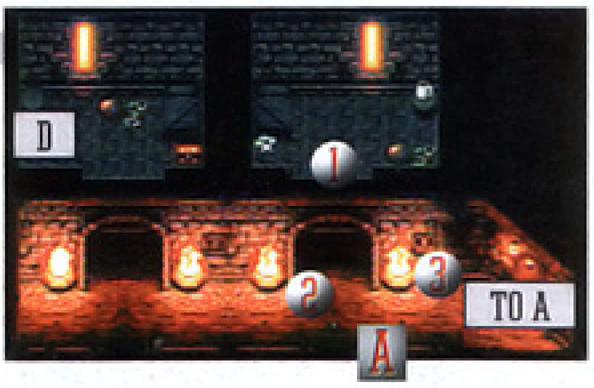
Guard
Guard
Crono HP MP 128 18

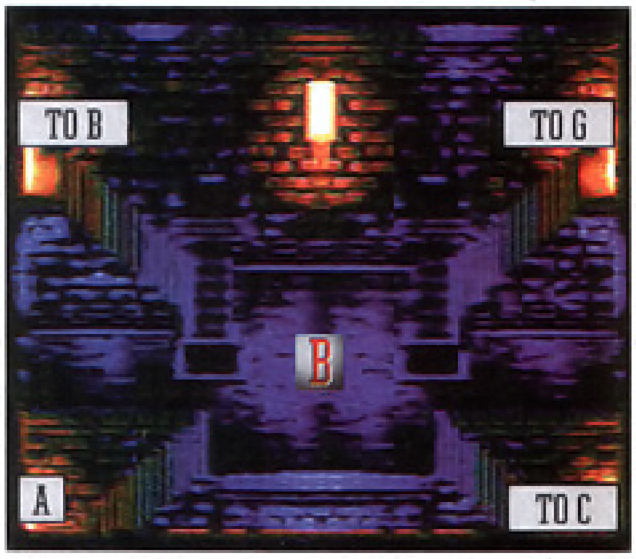
Things To Do

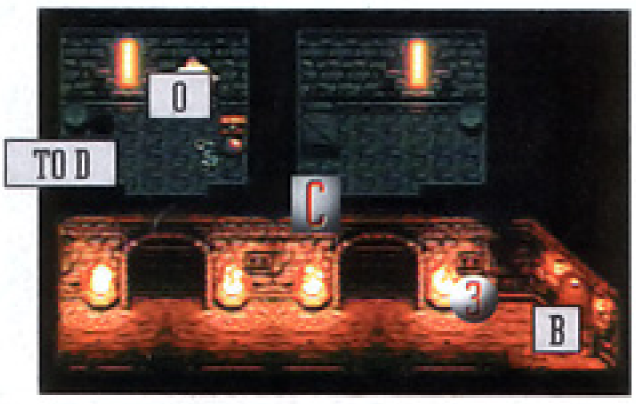
1. Push Down against the prison bars three times to get the guard's attention.
2. Hit the guard instead of running to freedom. You'll only have one fight.
3. The wall switches open the prison gates, but they may not rise up all the way. You'll be able to reach these cells from the other side.

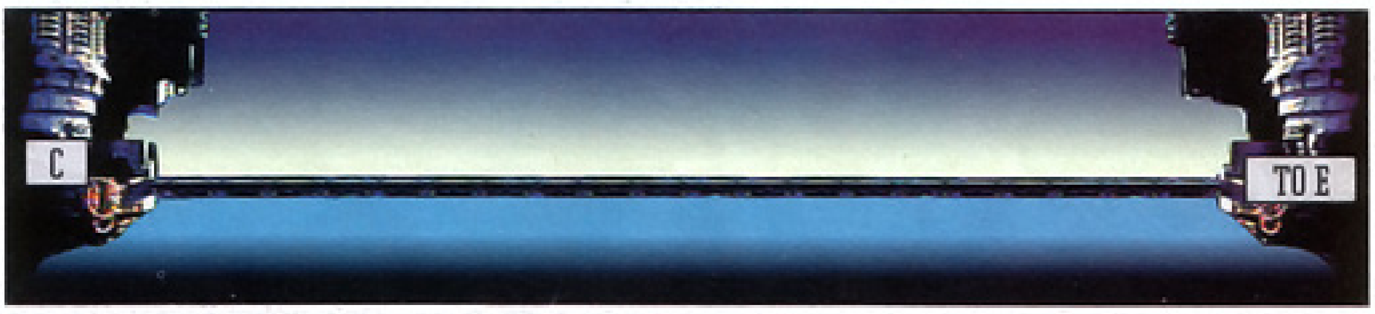
Treasures

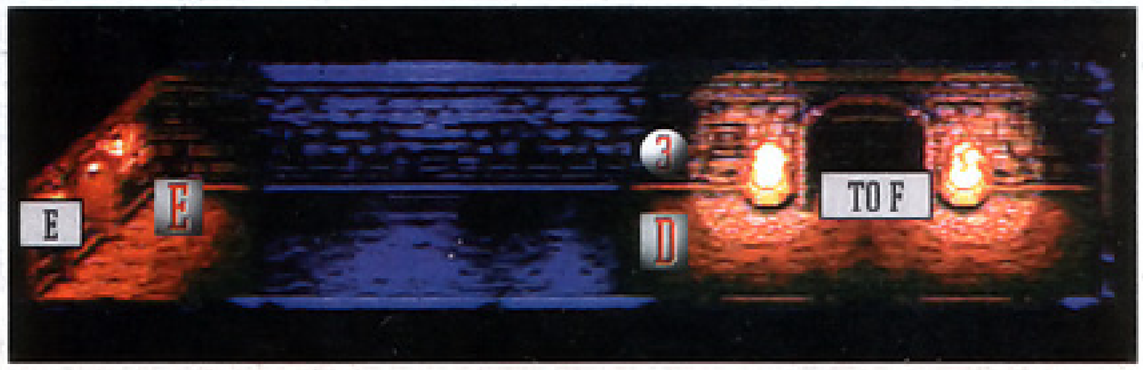
- 3 Ethers
- 3 Mid Tonics
- 3 Shelters
- 5 Mid tonics
- 1,500 Gold
- Lode Sword
- Bronze Mail

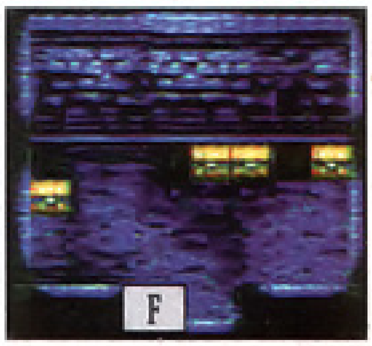


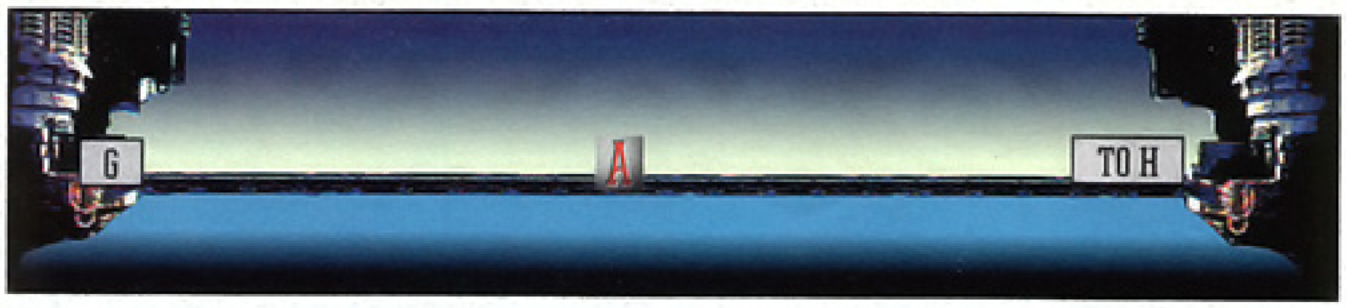


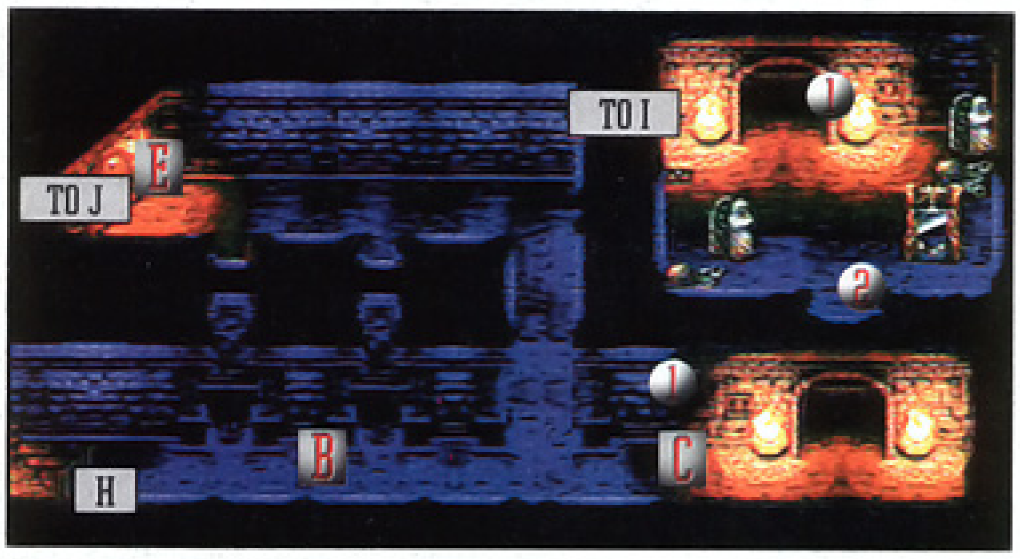






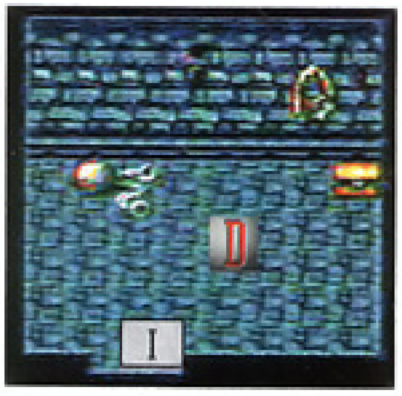


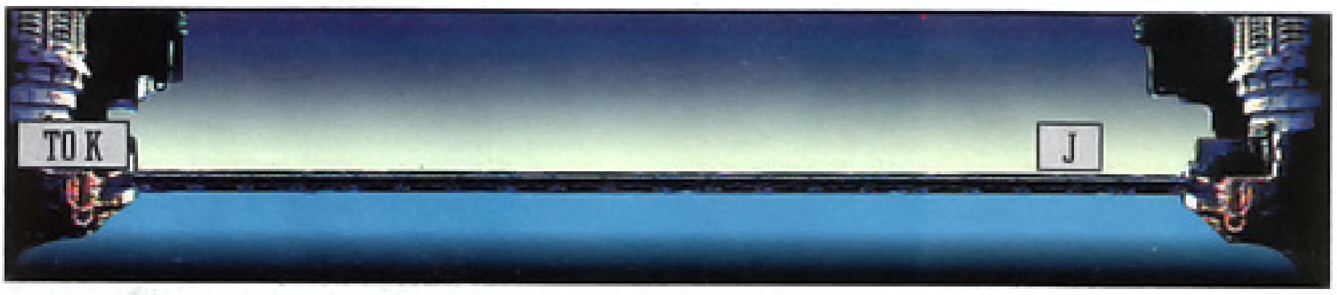




Enemies

A	2 Guards
B	1 Guard
C	1 Guard
D	2 Decedents
E	1 Guard
F	2 Blue Shields
G	2 Guards
H	Dragon Tank





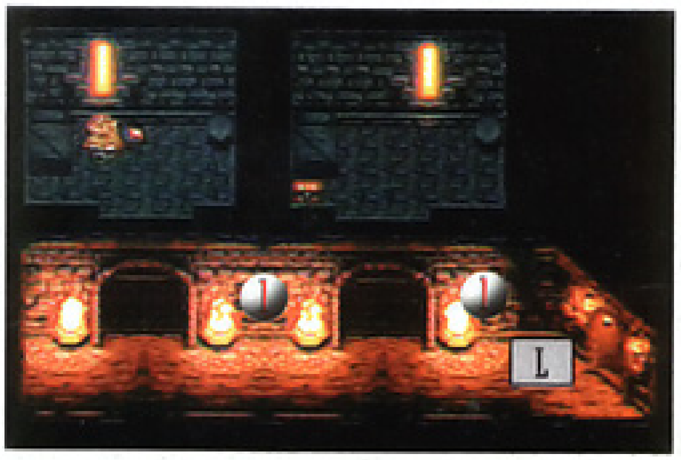
Received a Mid Tonic!

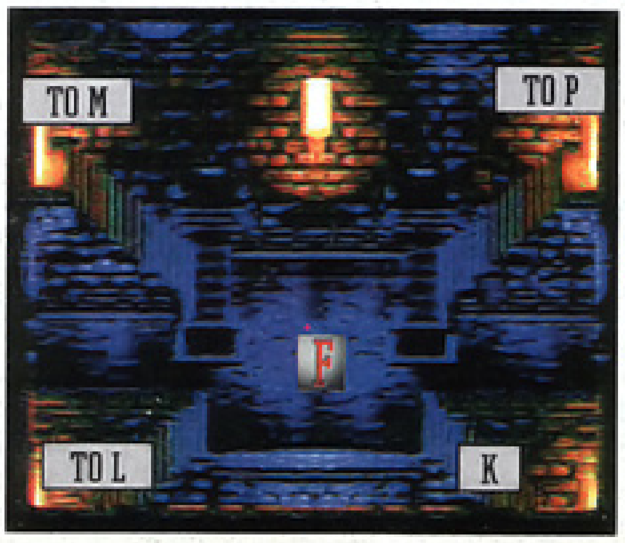
Things To Do

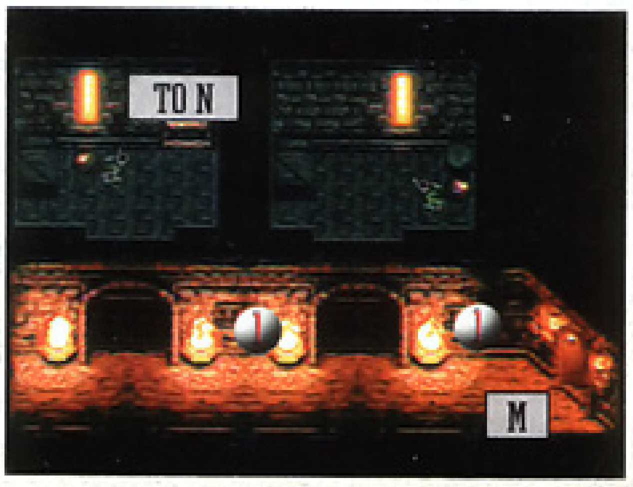
1. Hit the switches on the walls to raise the iron gates. Not all gates rise all the way up.
2. Fritz's dad owns a shop in Truce. Helping Fritz now results in an award later.
3. Your audaciousness shocks the Warden and he faints dead away. Search him for Mid Tonics.
4. The operator's manual conveniently gives special hints for destroying the Dragon Tank.

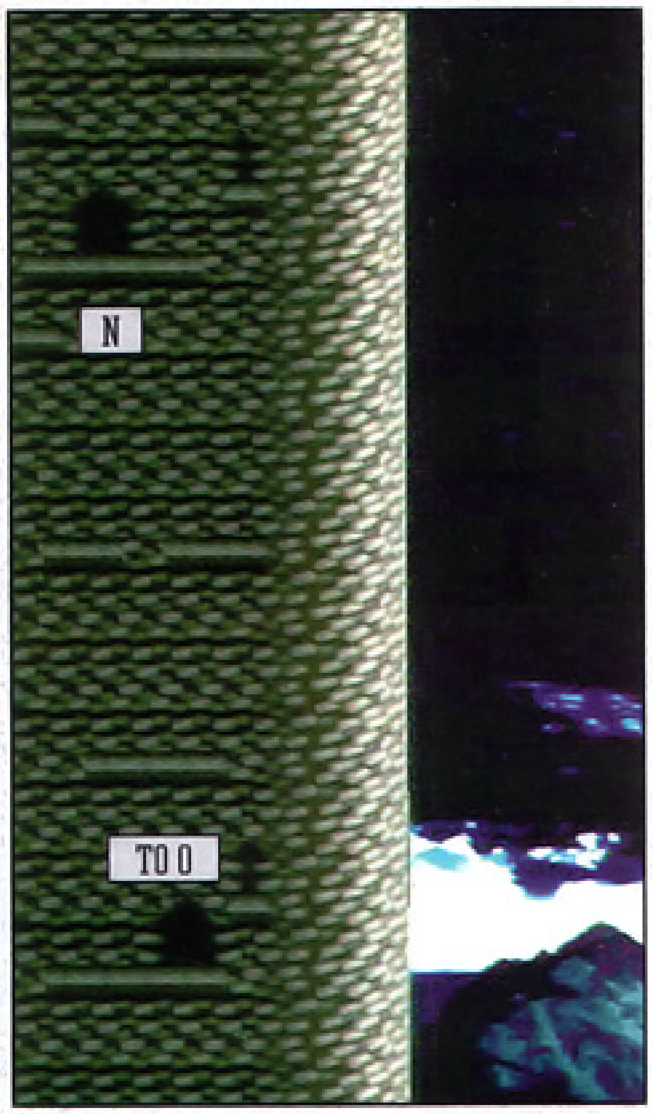
Treasures

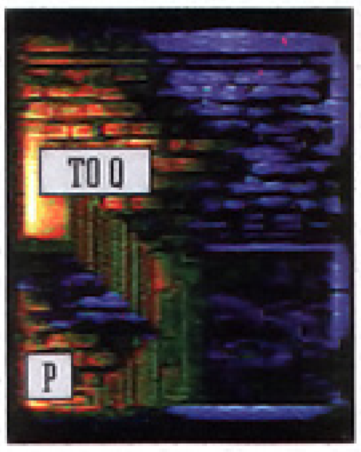
Mid Tonic
Bronze Medal
Shelter

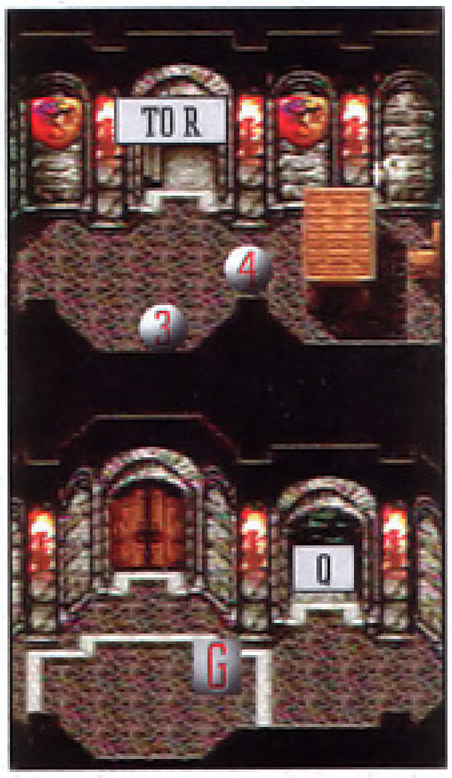






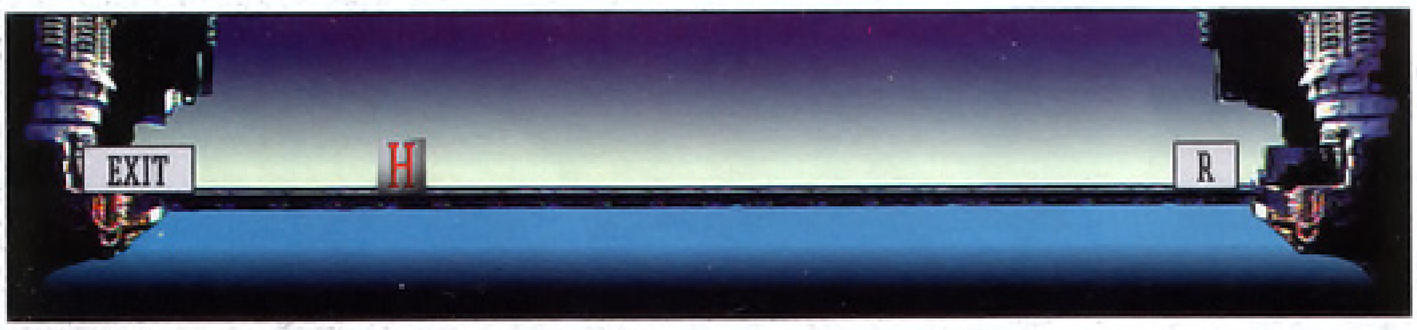






OUT COLD

Crono's bold escape is unprecendented and the warden faints at the sight of the young hero. Check the warden and the book.



TANK THE TANK

To destroy the Dragon Tank, use your strongest fighting skills and concentrate your attack on its head at first. When you crush the head, it won't be able to replenish its energy. Attack its wheels next. Finally, destroy its main body. Use your Revive, Heal and Tonic items to keep your energy up.

Tank Head
Dragon Tank
Tank Head
Grinder
HP MP
Crono 67 18
Lucca 127 22

CHANCELLOR: Don't fool yourselves into thinking you've gotten away with this!

A.D. 2300

The Future

The future is not at all bright, as Crono will discover when he travels to A.D. 2300. Something has gone terribly wrong.

1 SUN KEEP

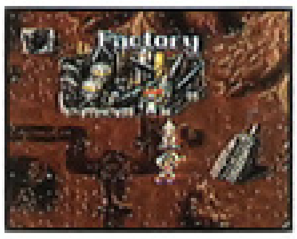
Place the Moon Stone in the sunlight to make it turn into the Sun Stone.

2 GENO DOME

In the distant future, a battle awaits with the Mother Brain.

3 FACTORY

Shut down the security system and look into the past.

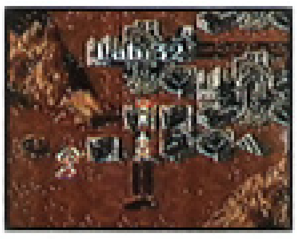


4 PROTO DOME

In this dome you'll meet Robo and find a Time Gate.

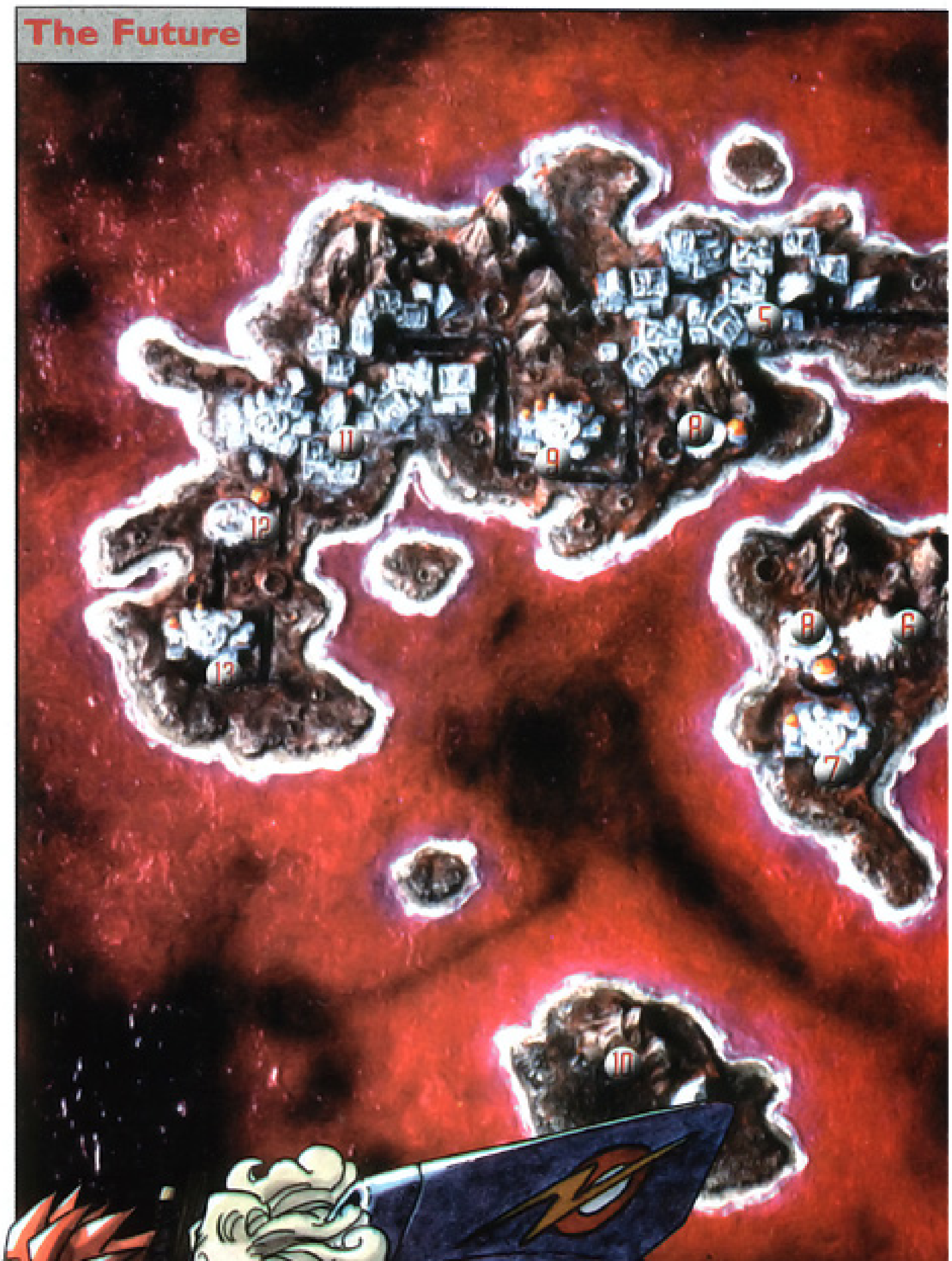
5 LAB 32

You'll have to beat Johnny in a Jet Bike race or battle monsters to continue.



6 DEATH PEAK

The formidable peak is cold and snowy.


The Future
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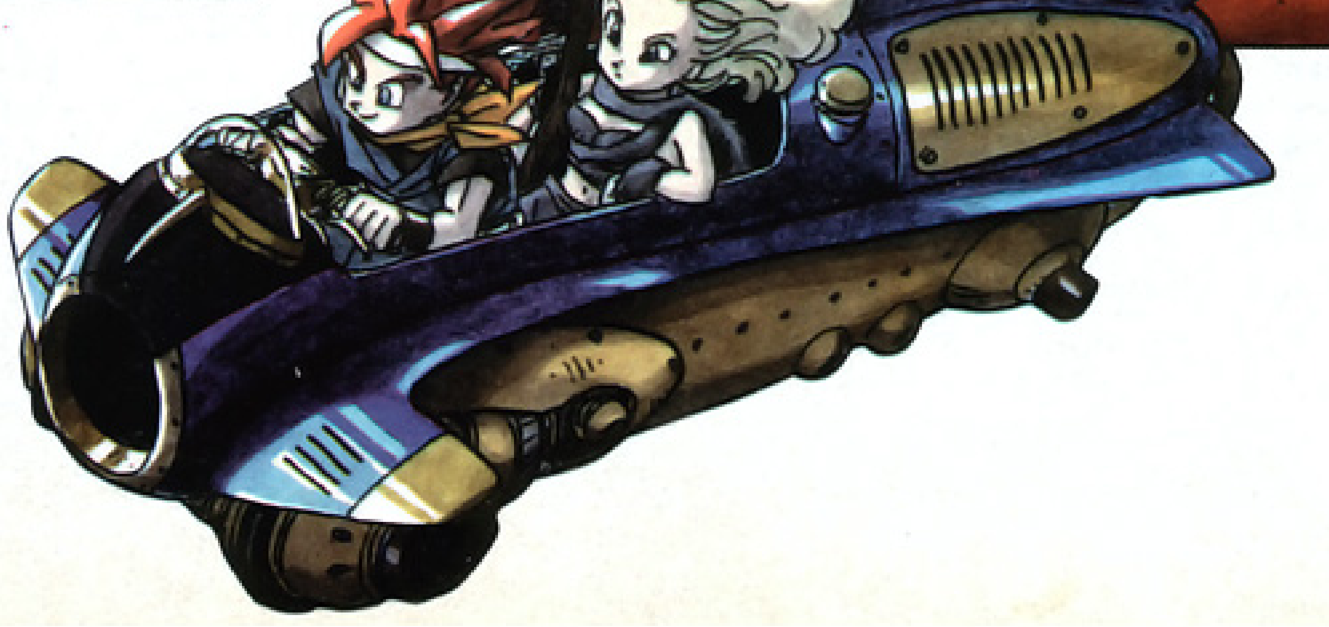


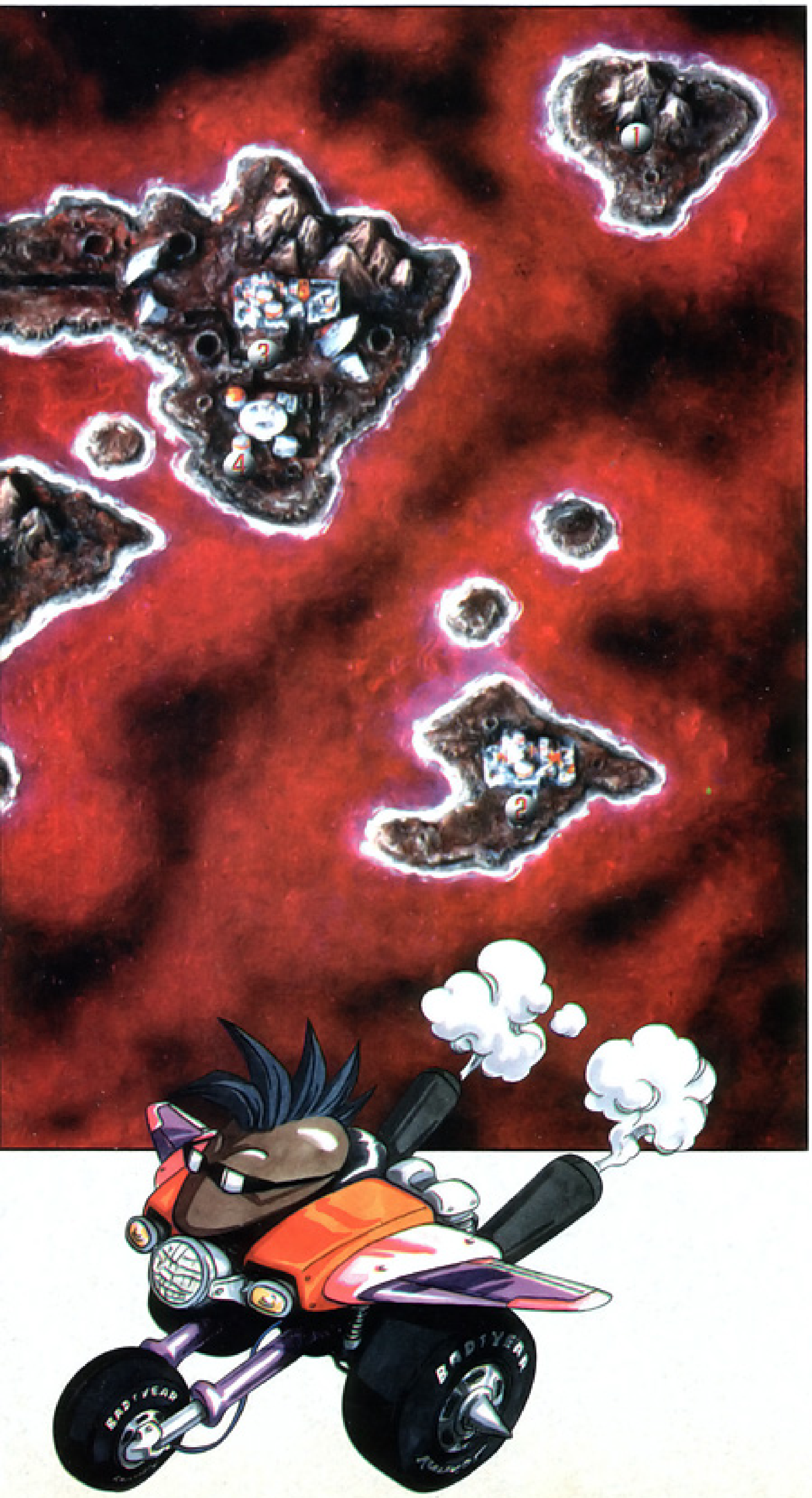
A.D. 2300

Step 6
Get the Seed in the Arris Dome and trade it to Doan to get the Bike Key.

Step 7
Go to the Proto Dome, fix Robo, then turn on the power in the Factory.

Event 5
Take Robo to the Geno Dome and search out the Mother Brain.

Event 6
Fly to the Arris Dome. Enter and defeat the Son of Sun to get the Moon Stone.



7 KEEPER'S DOME

Keeper's Dome

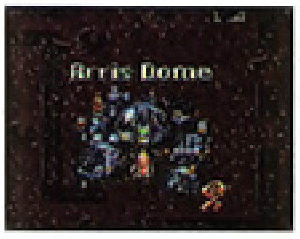
Have a chat with Belthasar. You can't miss him!

8 SEWER ACCESS

Sewer Access

You must be at full strength when you meet Sir Krawlie.

9 ARRIS DOME



Offer to find food for the hungry people. When you go underground, you'll find hope in the form of a seed.

Market

Auto Gun	1200	Mid Tonic	100
Iron Suit	800	Heal	10
Iron Helmet	500	Revive	200
Tonic	10	Shelter	150

10 SUN PALACE

In the cave, the Son of Sun holds vigil.

11 LAB 16

Shadows are the toughest enemies here. Also avoid the rats.

12 BANGOR DOME

Bangor Dome

When transported to the future, Crono winds up here.

13 TRANN DOME

Gather important information and use the Enertron.

Step 6

Beyond the Ruins

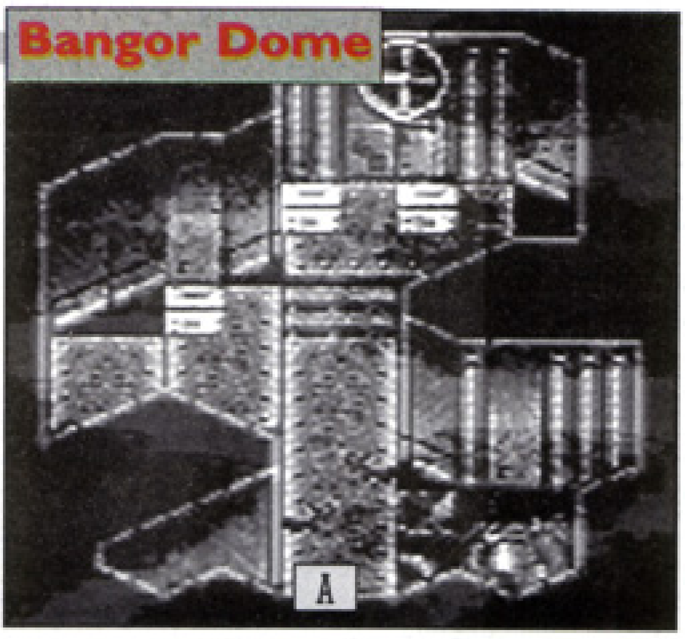
On this portion of your quest, you'll meet a new robotic friend, Robo, and find a route to the Proto Dome. You'll also get a glimpse further into the future and see the destruction of the planet.

Things To Do

① The door with the crest is sealed by a strange force. Break the seal later to open the door.

Treasures

Charm Top
Full Either
Wallet



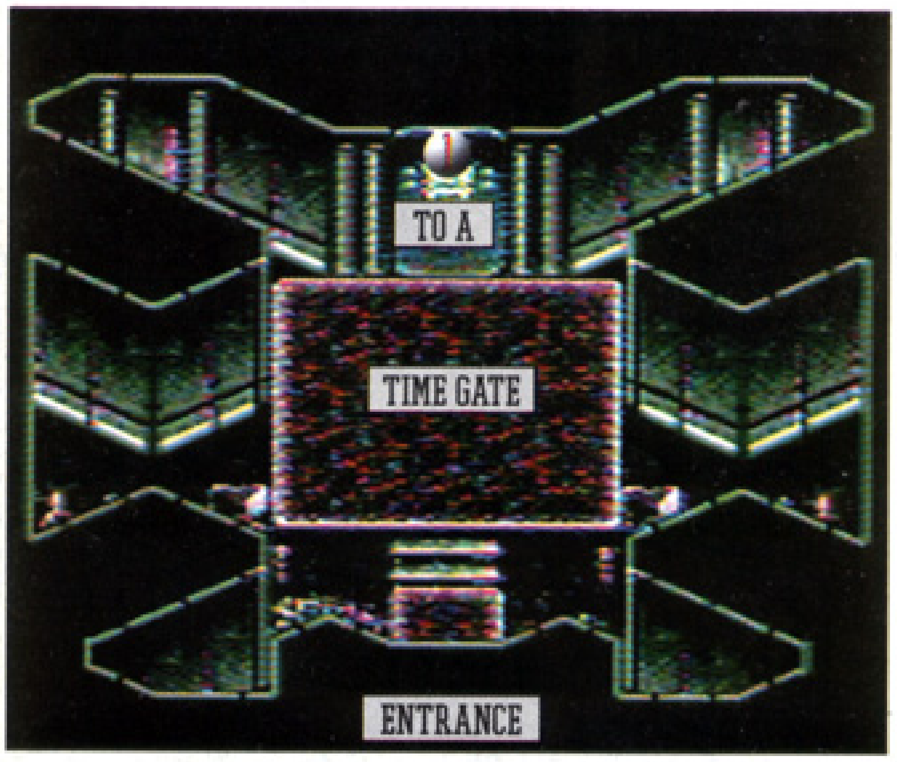
Destinations

Bangor Dome
Crono, Marle and Lucca materialize in Bangor Dome. Head outside to explore these strange surroundings.

Trann Dome
The trio hikes to Trann Dome and buys goods from a man there. Use the Enertron, then be on your way.

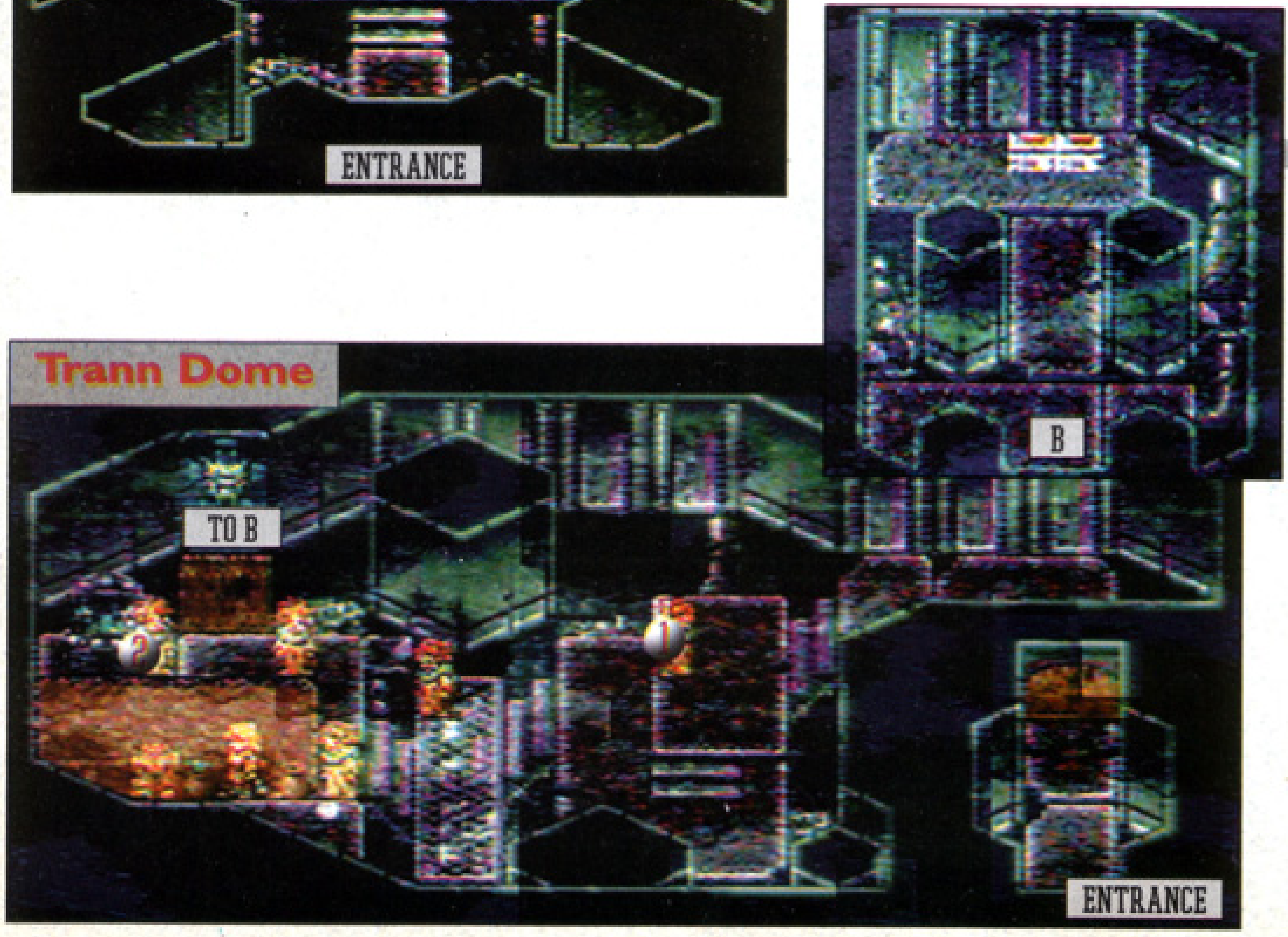
Lab 16
There are many enemies here, including rats that steal and tough-to-beat Shadows. Go up and to the right.

Arris Dome
Talk to everyone, then go underground to search for food. Save your game and stock up before going below.



Market

Auto Gun	1200
Iron Suit	800
Iron Helmet	500
Tonic	10
Mid Tonic	100
Heal	10
Revive	200
Shelter	150



Things To Do

① A merchant sells items and weapons. Stock up before going on.

② The Enertron heals your weary bones in the blink of an eye.

Treasures

Full Ether
Magic Tab
Gold Stud

Enemies

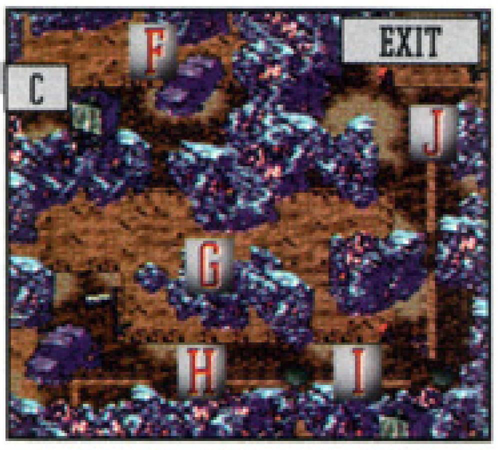
A	2 Octopods, 1 Meat Eater
B	3 Craters, 1 Meat Eater
C	2 Octopods, 1 Meat Eater
D	2 Octopods , 2 Meat Eaters
E	5 Craters
F	5 Shadows
G	1 Mutant
H	3 Shadows
I	3 Shadows
J	1 Mutant

Things To Do

1. At these locations, you must dodge the rats so they won't steal from you.
2. If you open a Treasure Chest, enemies will attack.

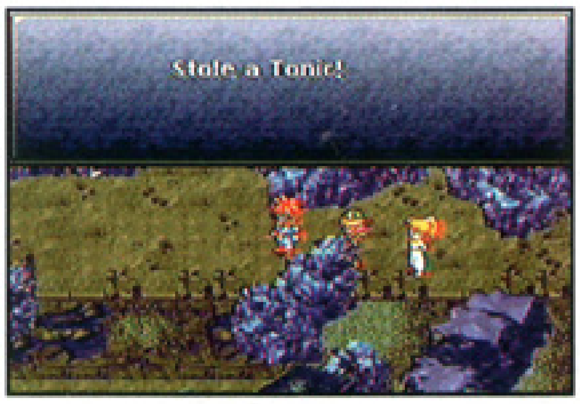
Treasures

Ether
Berserker
Lode Sword
Lode Bow



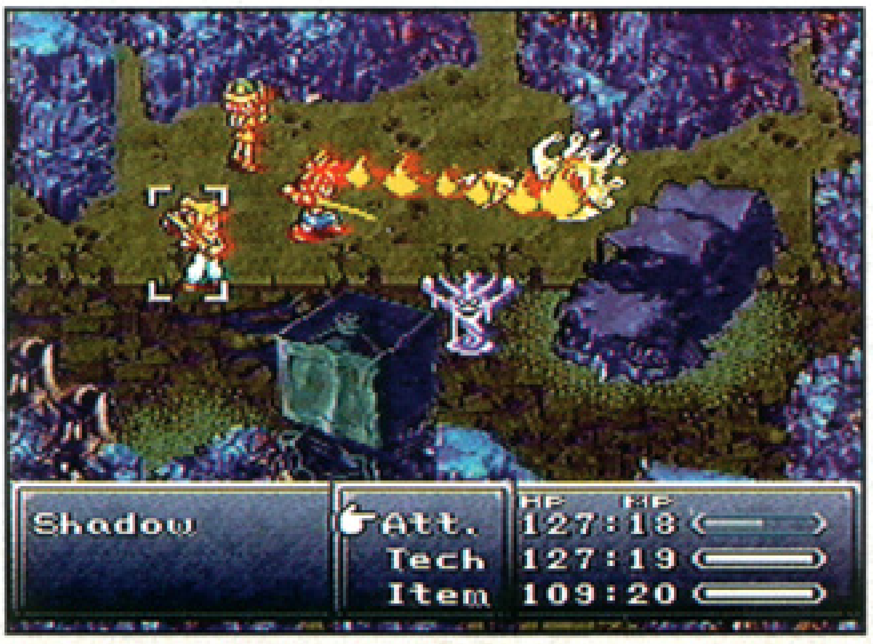
THIEVING RATS!

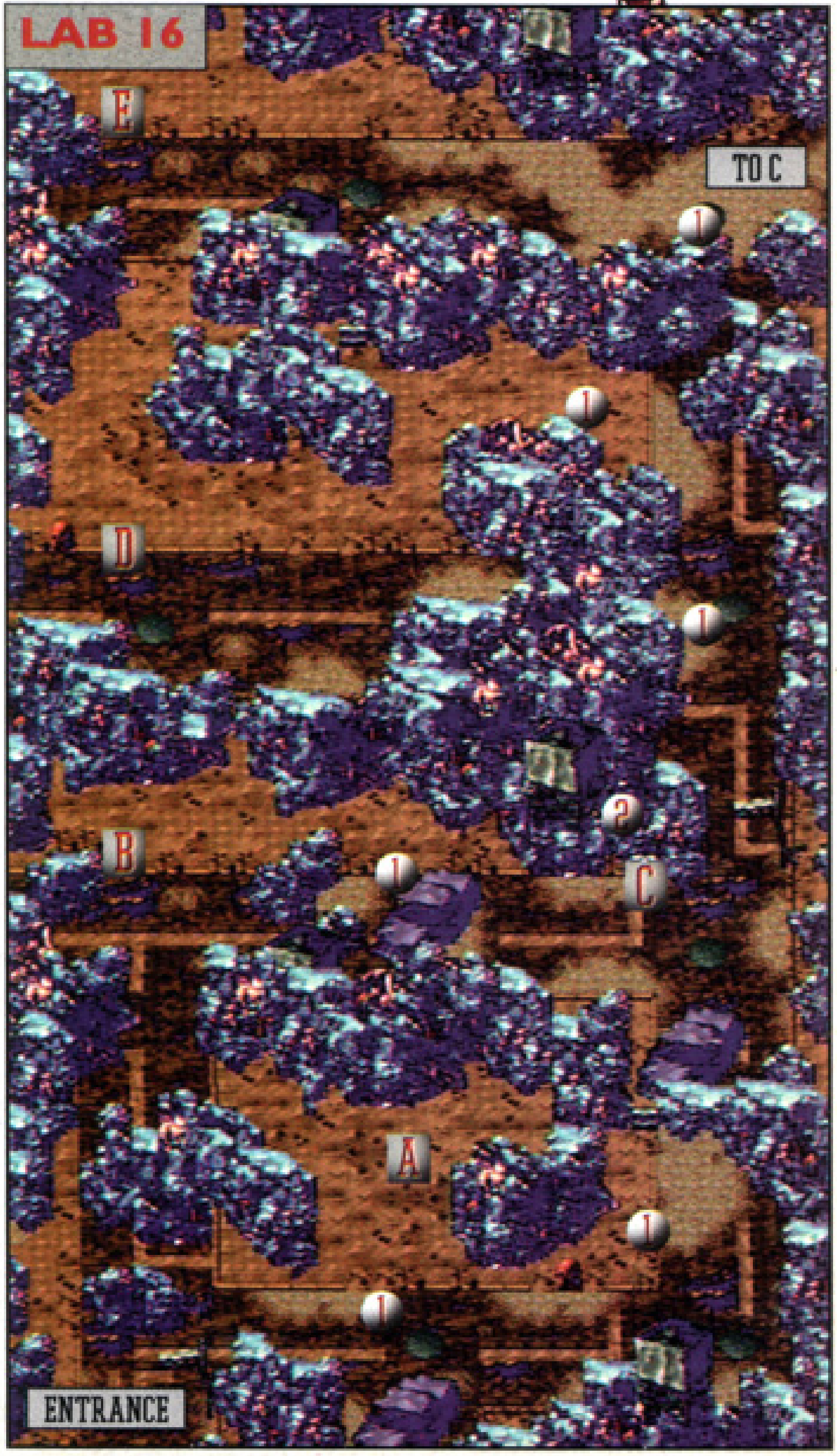
In Lab 16, you must not only battle strange creatures, you must also avoid the rats that are running loose. Whenever they get close enough, they'll steal items from Crono and crew. Don't try to fight the thieving rats. Keep your distance.

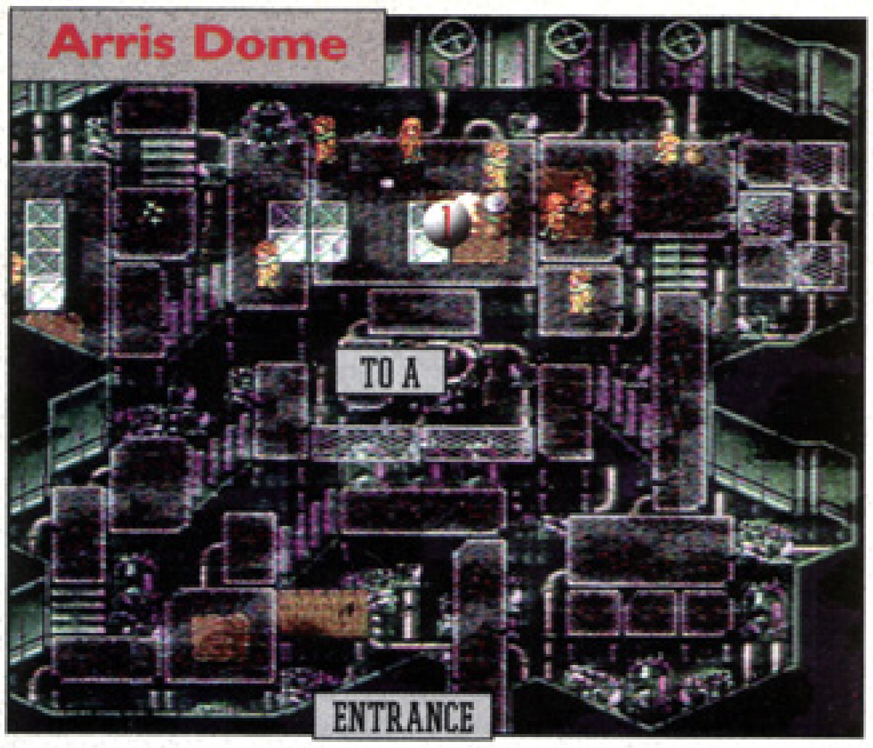

Stole a Tonic!

SHADOW BOXING

Destroying the Shadows is difficult. Use the strongest methods you have, such as double Tech abilities. Crono and Lucca's Fire Whirl is also effective. Physical attacks often leave them unharmed.


Shadow
Att.
Tech
Item
HP MP
127:18
127:19
109:20




Arris Dome
1
TO A
ENTRANCE

Enemies

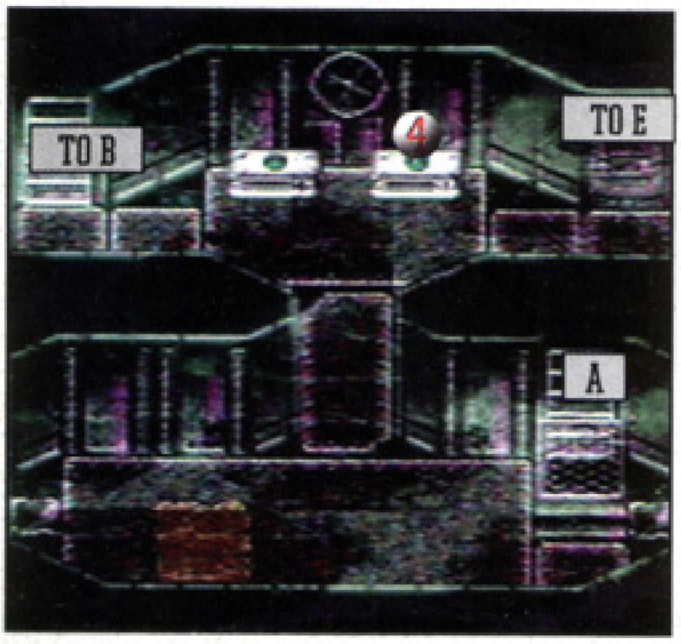
A	The Guardian and Bits
B	1 Bugger, 2 Rats
C	1 Bug
D	1 Bug
E	Proto 2
F	Shadows
G	1 Rat
H	1 Bugger

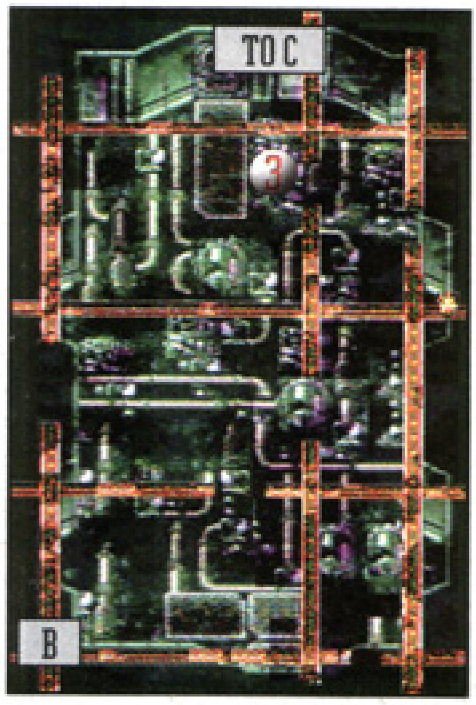
Things To Do

1. Talk to the people, use the Enertron, then save your game and buy some goods.
2. Read the dead man's note and get the seed from him. Go back and catch that rat!
3. Chase after the rat on the catwalk. The rat knows a password for the computer.
4. To access the computer and open a passageway, hold L and R as you press A.
5. Welcome to the main computer room. Are you ready to peek into the past?

Treasures

Elixer
Mid Ether
Hit Ring
Hyper Ether
Lumin Robe
Gold Earring
Power Tab
Bike Key





Market

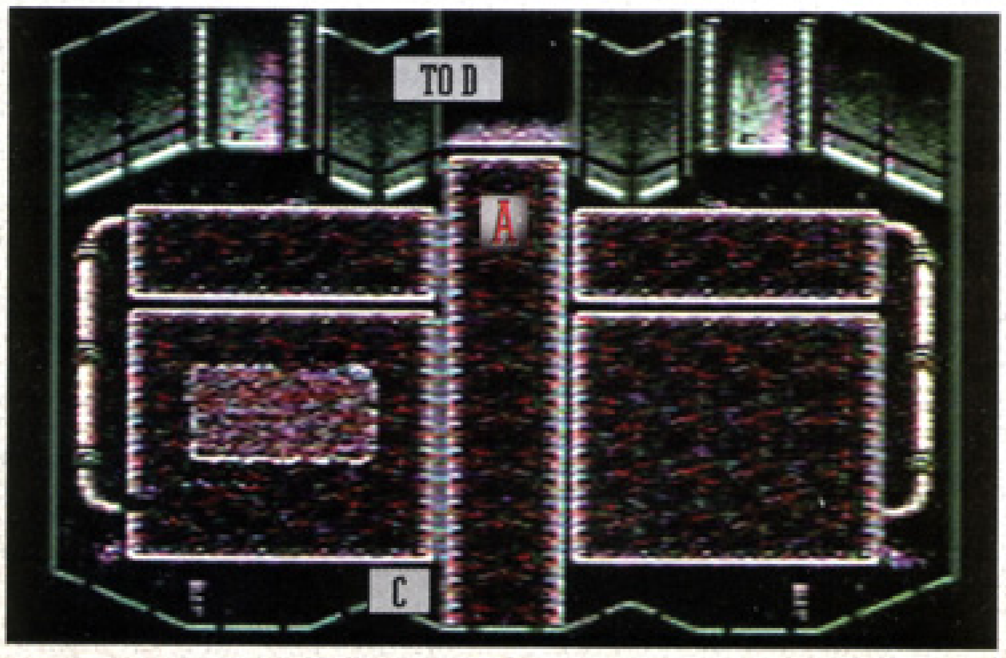
Auto Gun	1,200G
Iron Suit	800G
Iron Helmet	500G
Tonic	10G
Heal	10G
Revive	200G
Shelter	150G

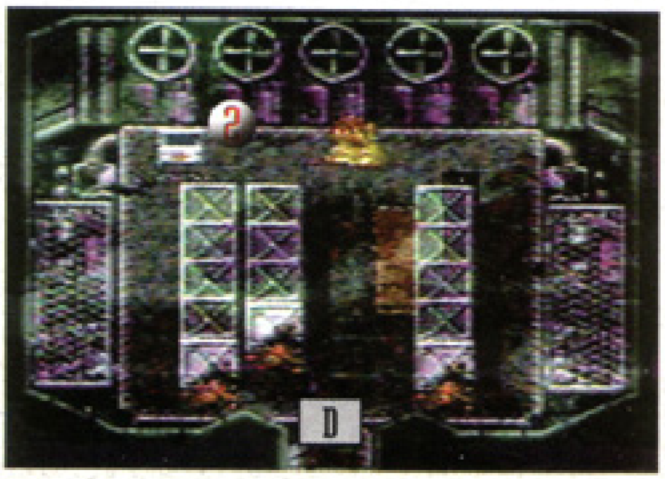
BITS AND PIECES

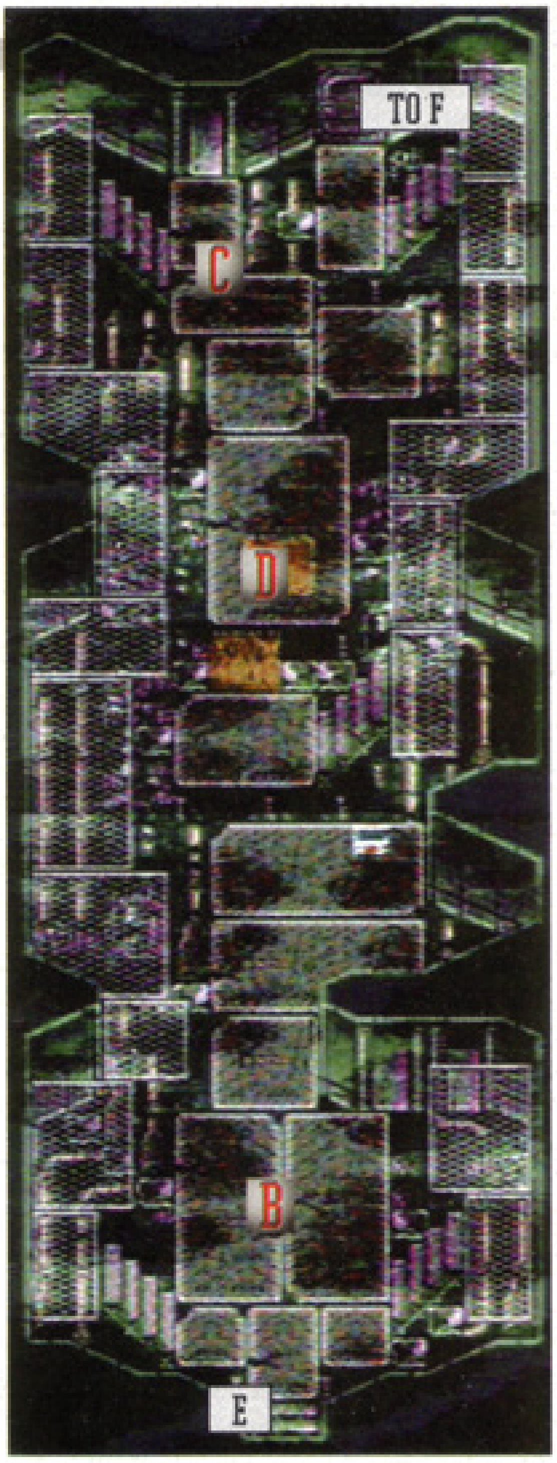
The Guardian and The Bits are tough adversaries. Use your Single and Double Tech abilities and focus on the two Bits to destroy them before concentrating the remainder of your attack on The Guardian. Be sure your HP and MP are at their max before entering this battle. Use Marle's Aura technique to heal the group as needed.

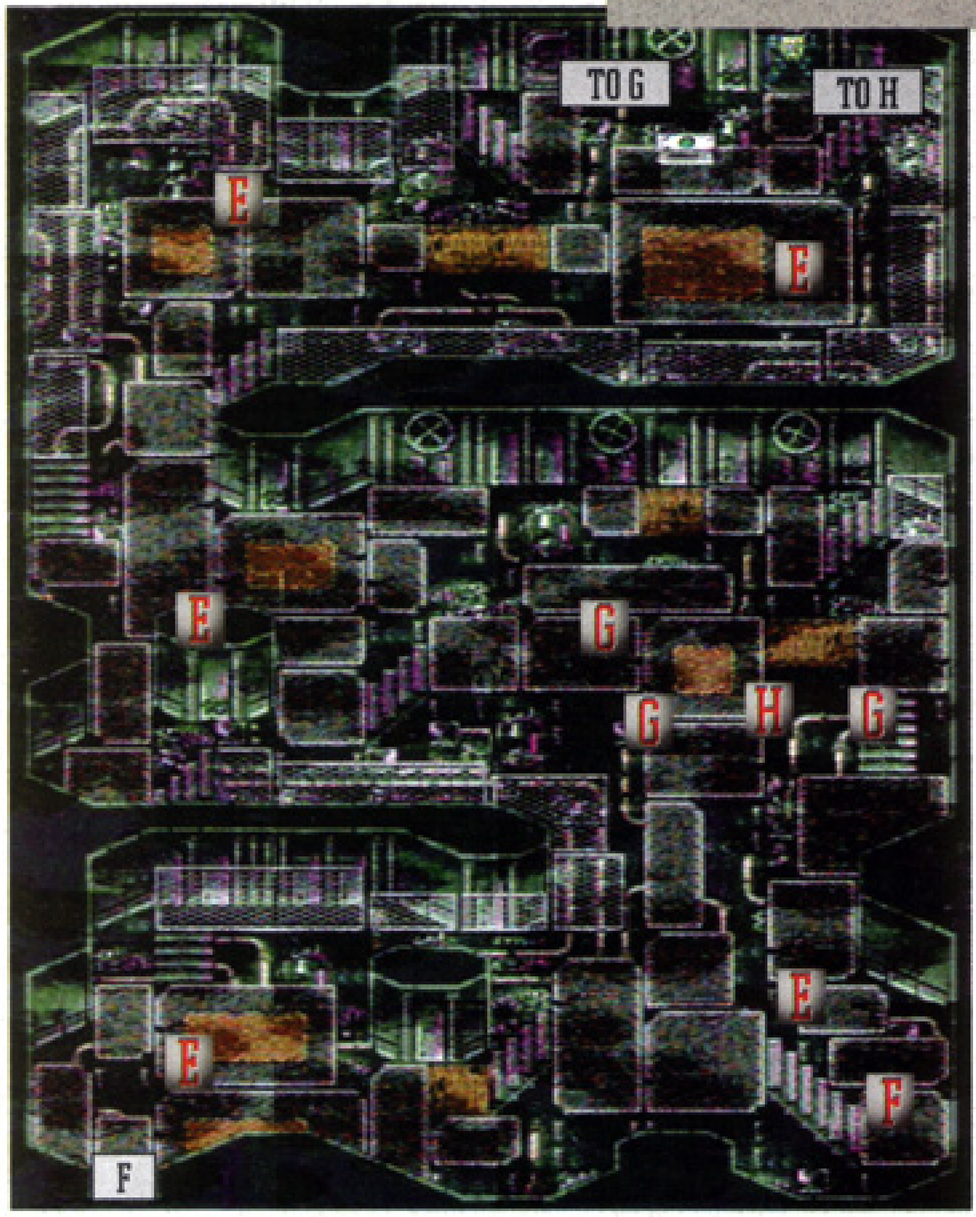
Guardian
Bit
Crono 92:14
Lucca 73:17
Marle 66:18

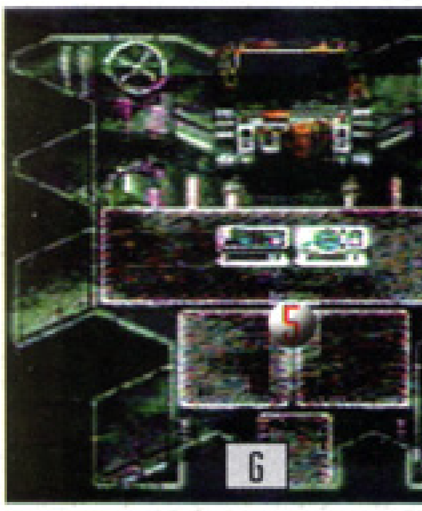
Guardian
Bit
HP MP
Crono 100:10
Lucca 106:14
Marle 18:20

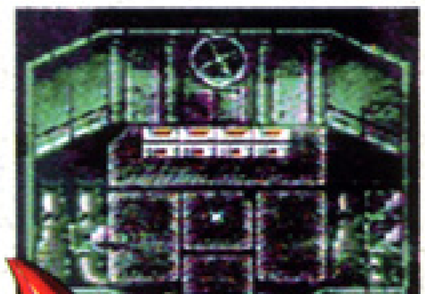


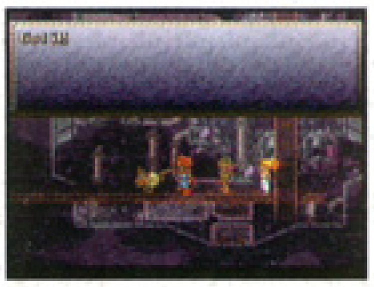










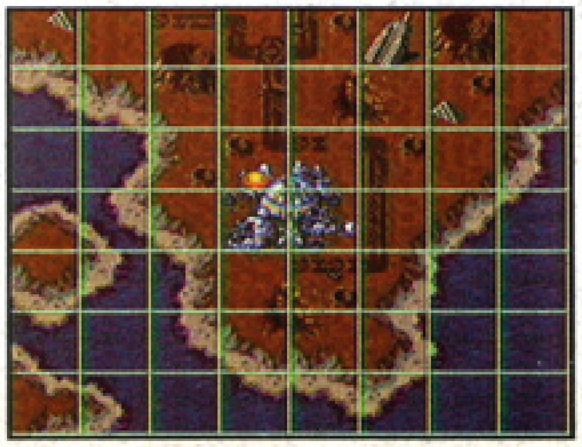


HURRY, CATCH THE RAT!

The dead man's note tells you to catch the rat. Hold B to run, and when you're close, press A to grab the rat and make it reveal the password: hold L and R, then press A.

THE COMPUTER ROOM

The main computer room contains two computers. When you access the computer on the right, you'll get a frightening glimpse into the past, where Lavos reigns with fiery terror. The left computer provides directions on where to travel next in order to alter the past. If you aren't able to change it, a fiery fate is certain for all. Head for the Proto Dome.



Step 7

The Factory Ruins

Proto Dome, your destination, is far off. First, travel through Lab 32, where you will meet Johnny. Don't go without the Jet Bike Key, which you get in the Arris Dome when you give Doan the Seed.

Things To Do

1. Give the Seed to Doan to get the Jet Bike Key, then race Johnny. If you win, you won't have to fight your way through Lab 32.
2. Once you beat Johnny, you can return and race him again whenever you want to.
3. Find the Race Log and keep track of your three best times.

Treasures

Mid Tonic
Race Log

Destinations

Lab 32
Use the boosters to put the pedal to the metal in the race against Johnny. If you find the Race Log later, you can rotate the viewing perspective during future races.

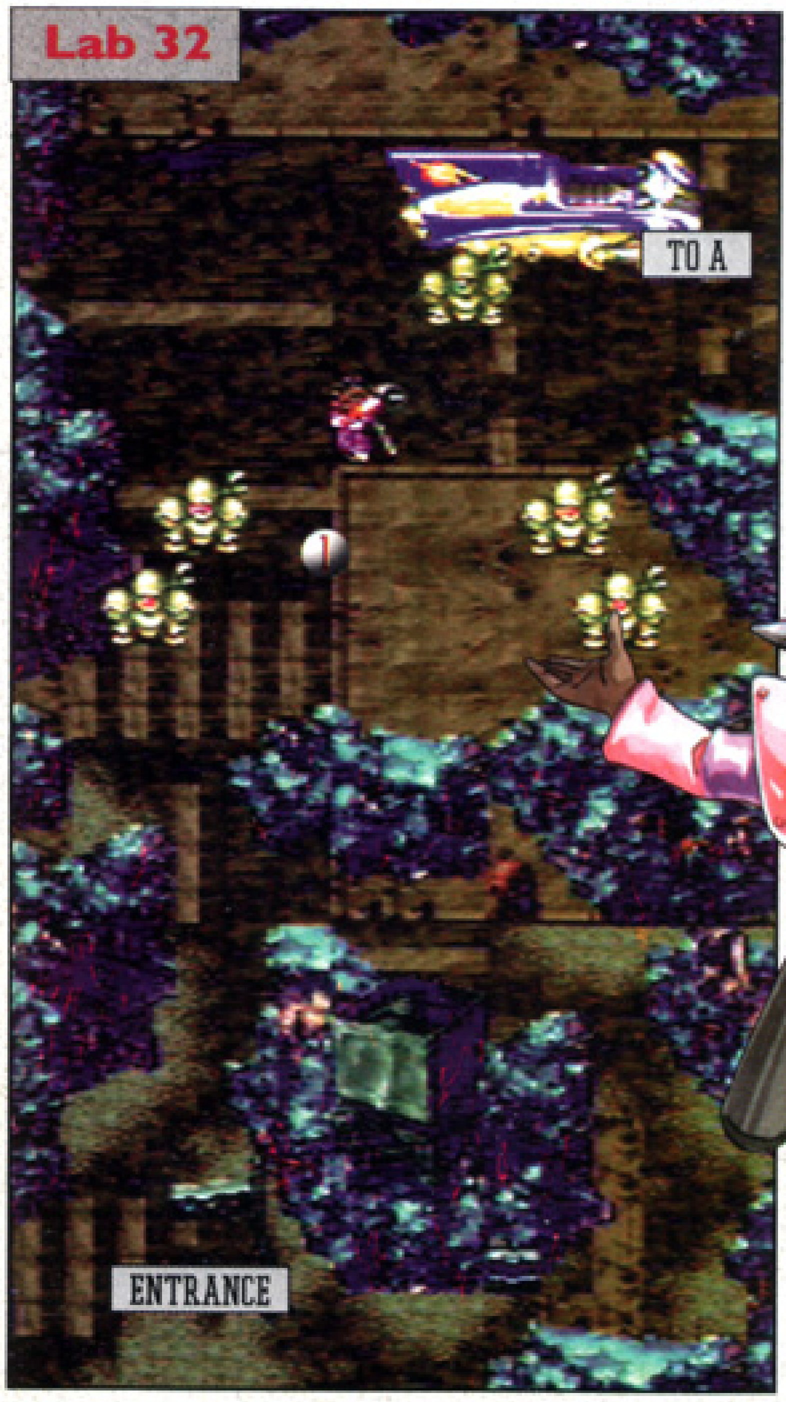
Proto Dome
Lucca will fix Robo, who will then accompany you to the Factory and turn on the power. Next, return to Proto Dome and go through the now unlocked door to find the Time Gate.

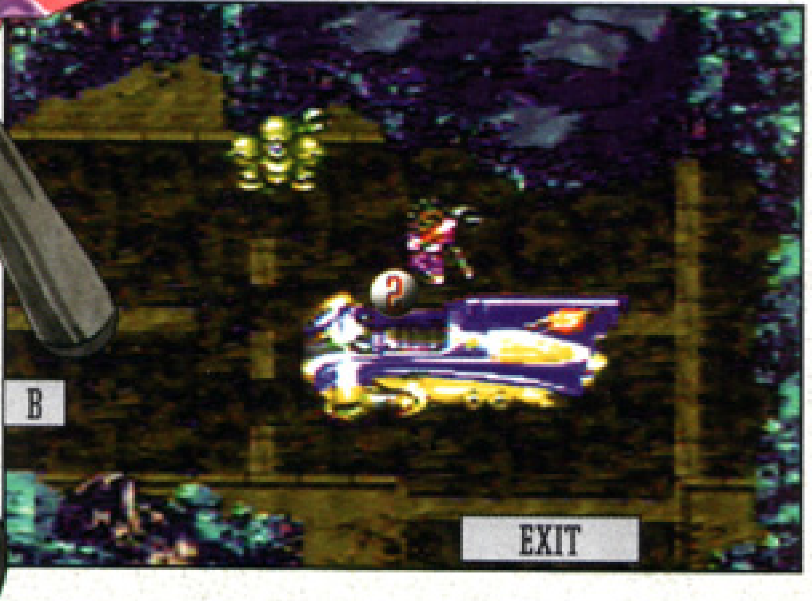
Factory
The Factory is a maze of passages and doors, some of them locked. Take the elevators and stairs to reach the factory and lab areas and restore power.

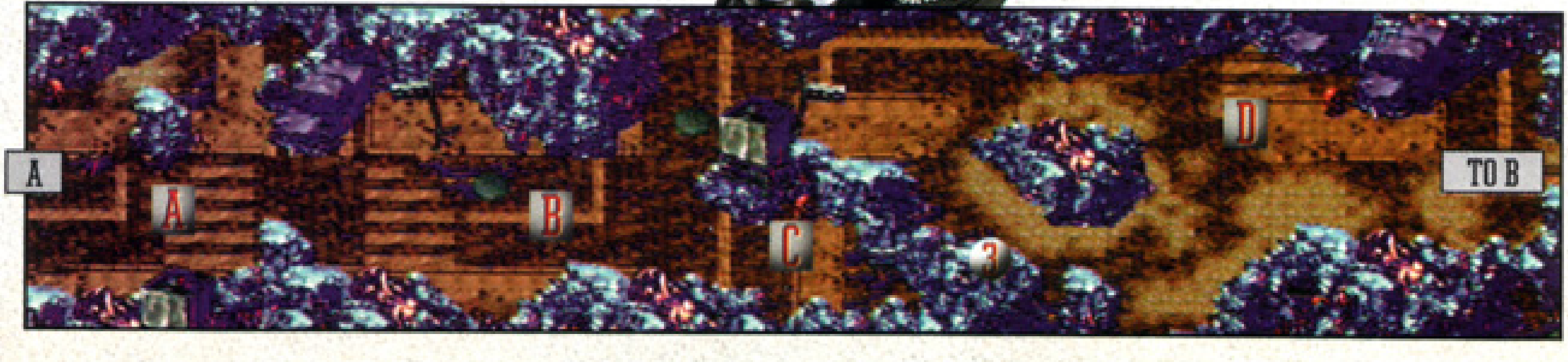
Enemies

A	3 Mutants	C	5 Shadows
B	2 Mutants	D	3 Mutants

Lab 32

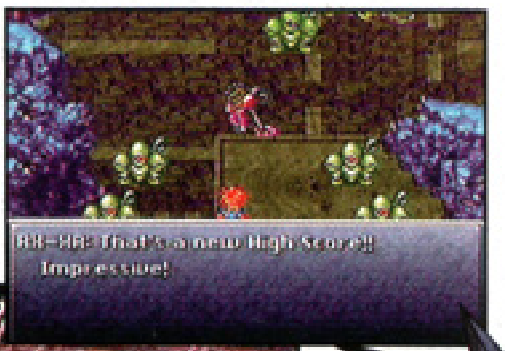


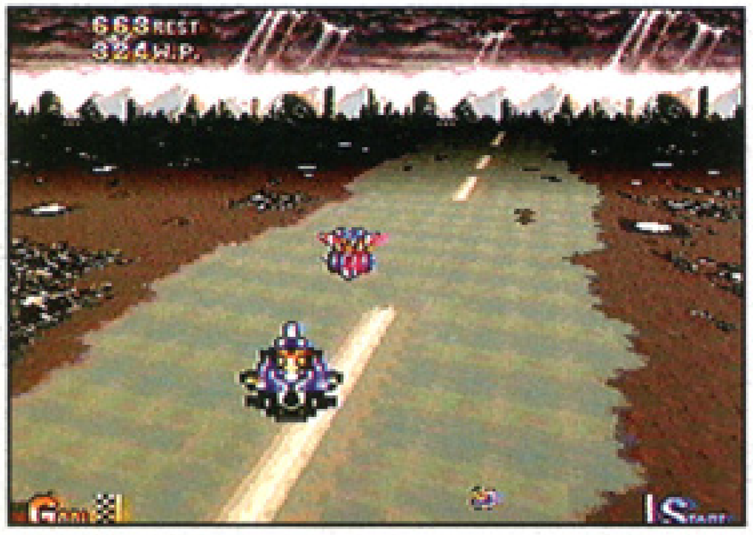


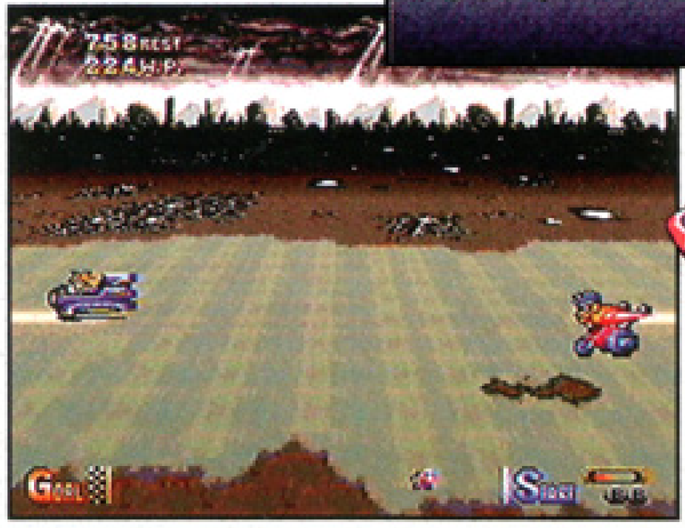


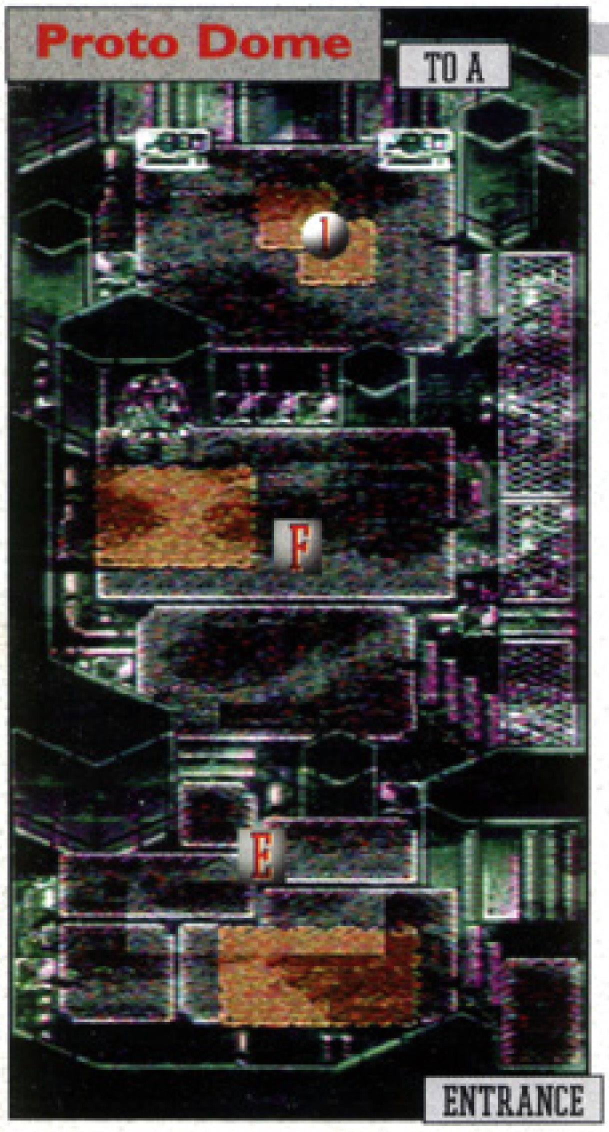
THE RACE IS ON!

You can find the Race Log midway through Lab 32. It allows you to save your results and select your racing viewpoint.


RR-RR: That's a new High Score!!
Impressive!

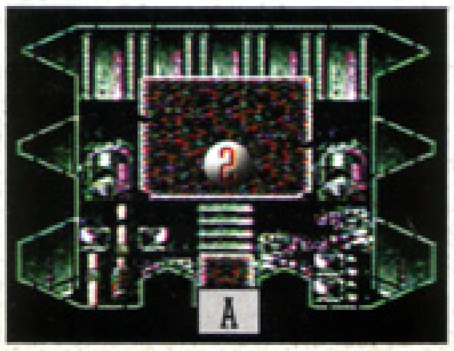

668 REST
324 W.P.
GOAL
START


758 REST
224 W.P.
GOAL
START


Proto Dome
TO A
1
F
E
ENTRANCE

Enemies

- **E** 4 Buggers
- **F** 3 Buggers

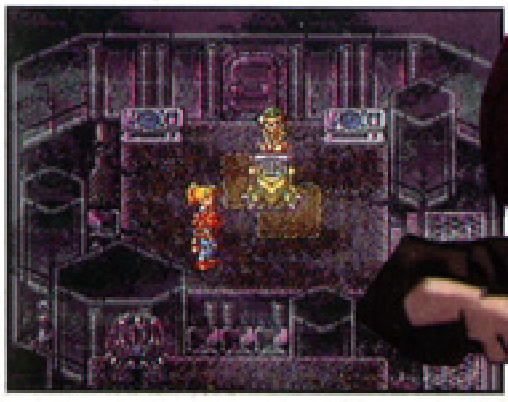


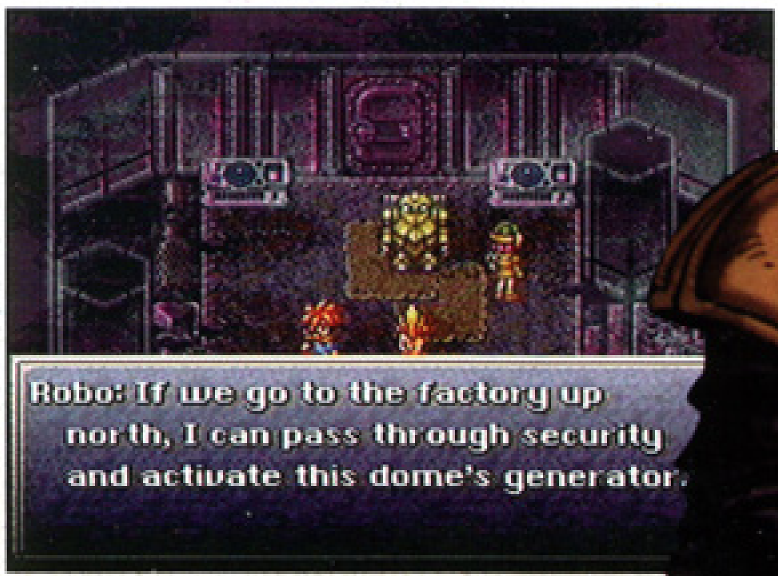
Things to Do

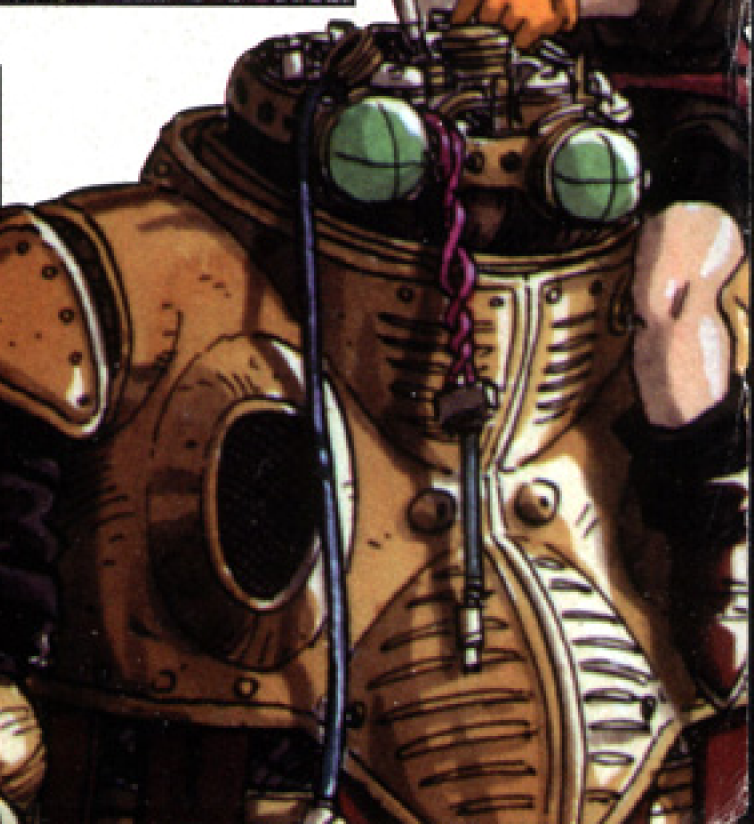
1. Robo is in need of repair. Lucca will need to get right to work.
2. Use the Time Gate here to transport to the End of Time.

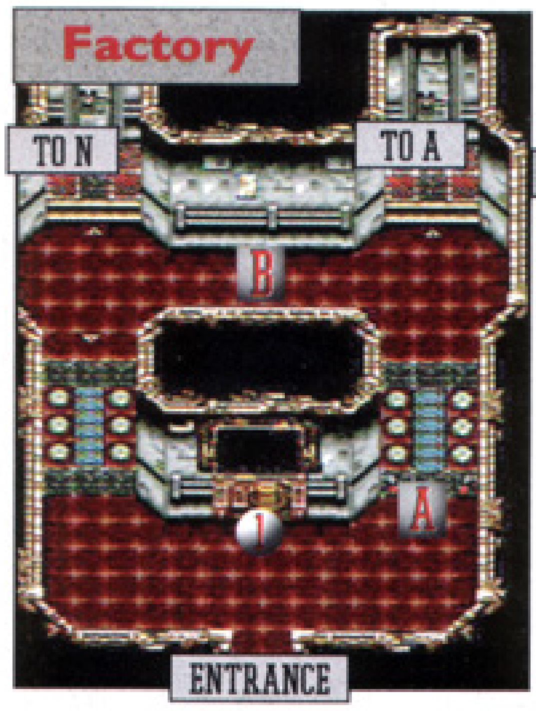
A PILE OF PARTS

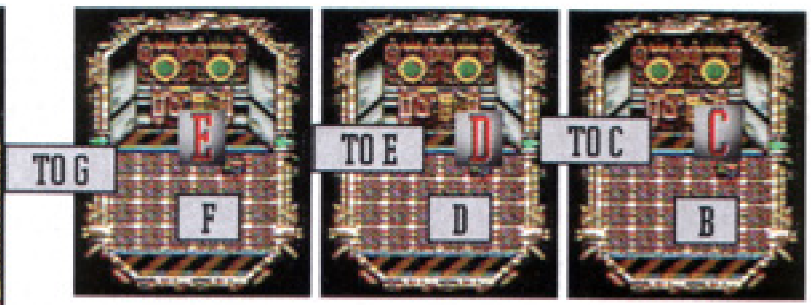
Inside the Proto Dome you'll find a heap of metal that resembles a broken down robot. Let Lucca fix the robot. Once operational, Robo is a strong teammate who will be very useful. When deciding which character to leave behind, select Marle. Right now, she's the weakest of the bunch.

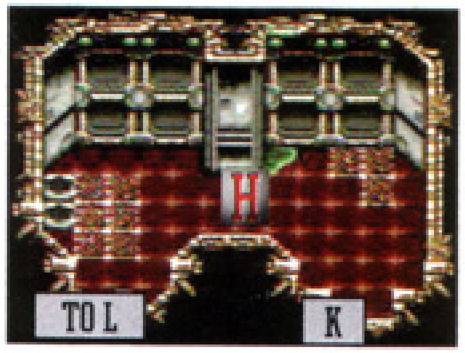


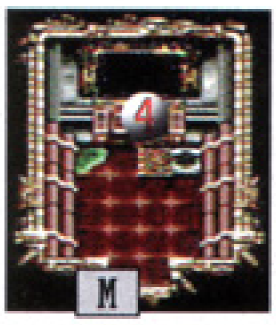

Robo: If we go to the factory up north, I can pass through security and activate this dome's generator.

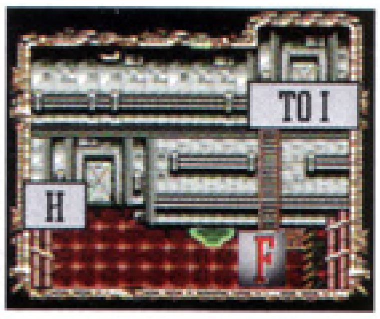


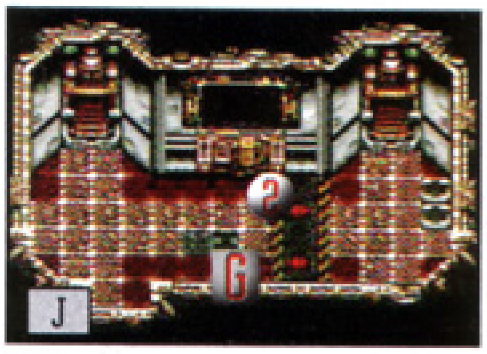


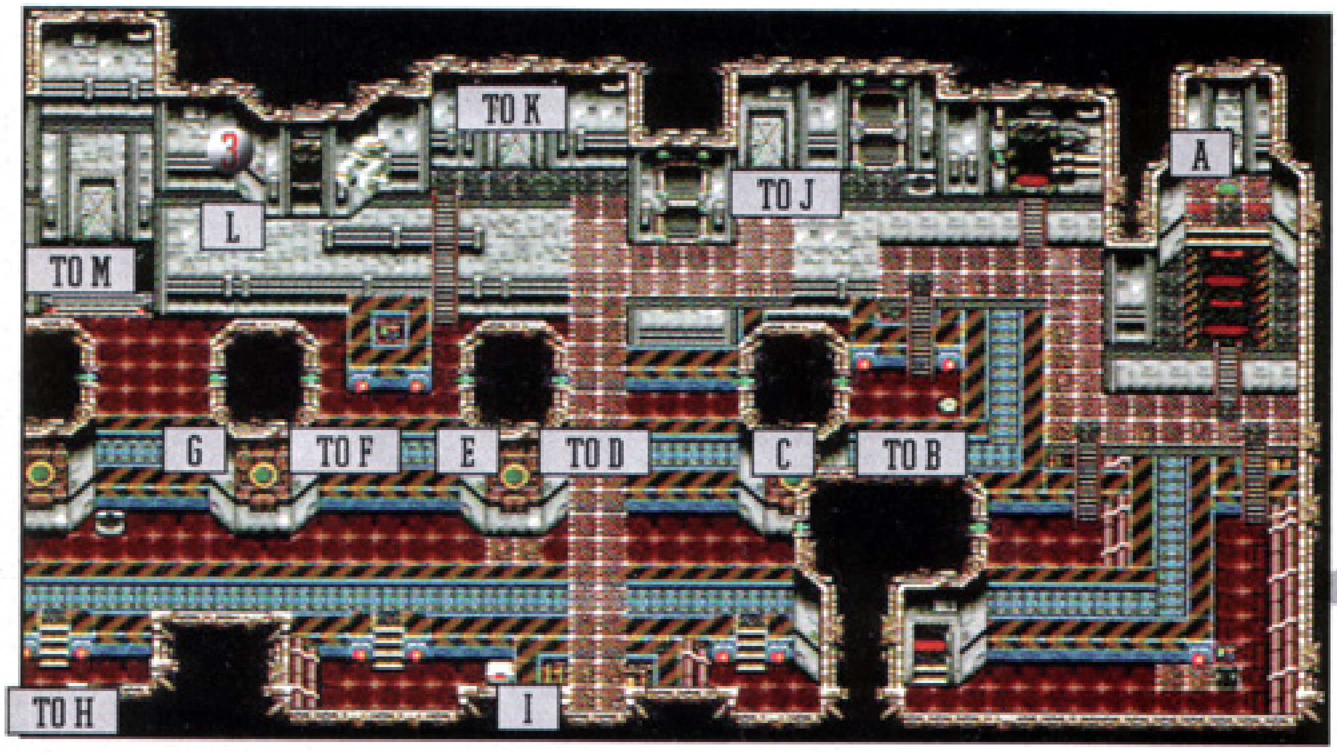












Enemies

A	1 Acid
B	3 Debuggers
C	1 Proto 3
D	1 Proto 3, 2 Debuggers
E	1 Proto 3, 4 Debuggers
F	4 Bugs
G	2 Proto 3s
H	2 Proto 3s

Things To Do

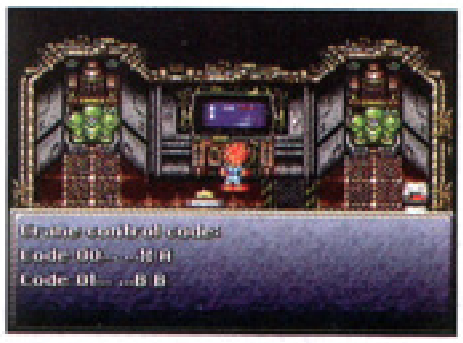
1. Have Robo override the security code on the computer.
2. Get the code to activate the crane from the computer (X,A and B,B).
3. Enter X,A, use the crane to remove the first barrel, then enter B,B to remove the second.
4. Get the code to the defense lock (XABY) from the computer.
5. Access this computer to open the hatch in the lower right corner of the room.
6. Access this computer to shut down all of the security lasers.

Treasures

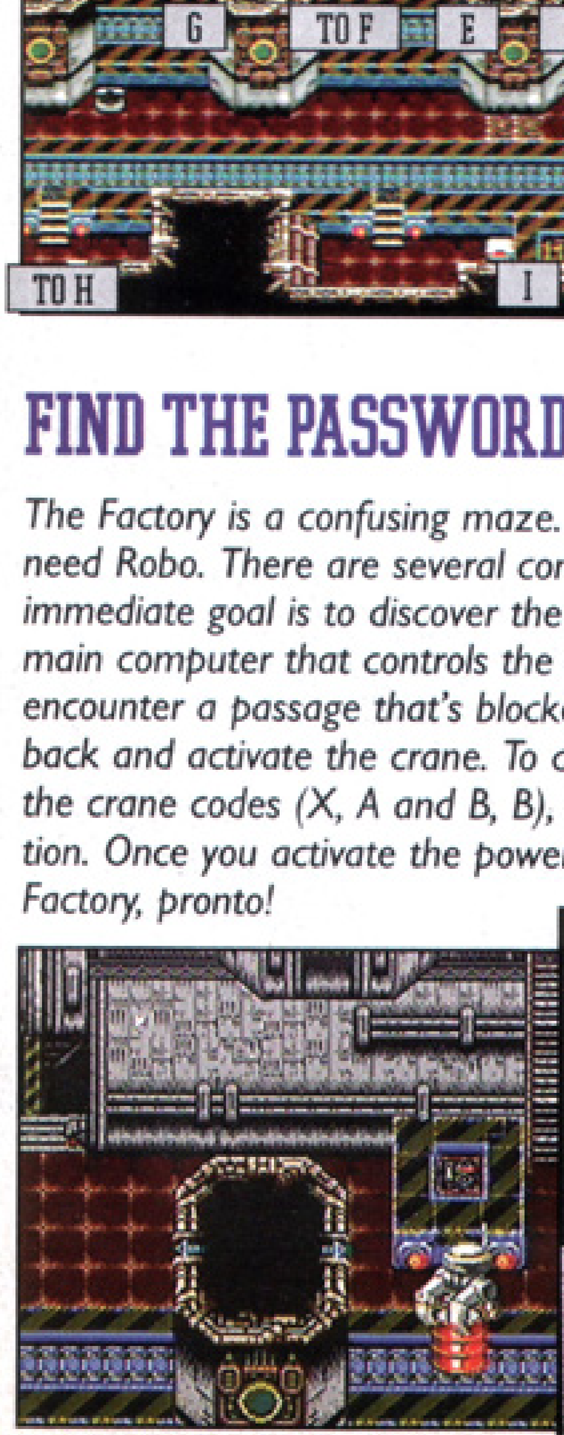
Mid Tonic
2 Mid Ethers
Shelter
2 Ethers
Bolt Sword
Robin Bow
400 G

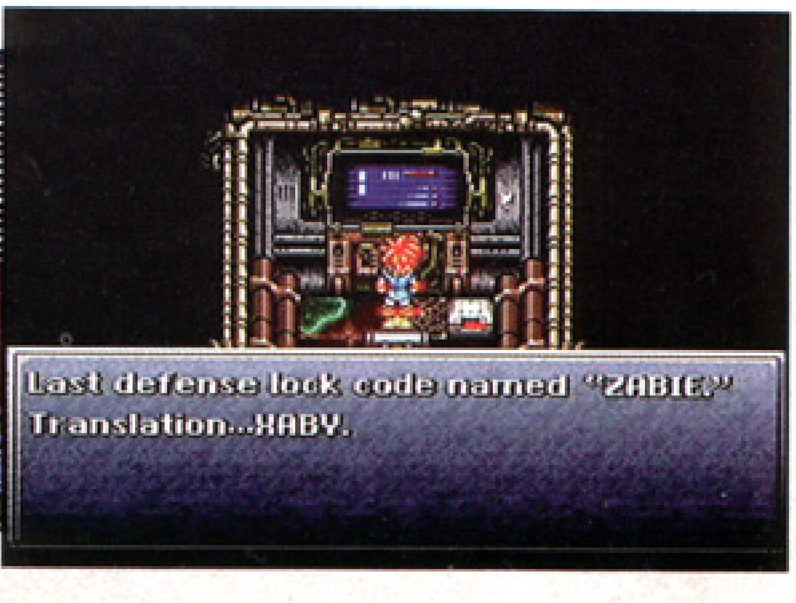
FIND THE PASSWORD

The Factory is a confusing maze. To get into it you need Robo. There are several computers, but your immediate goal is to discover the password for the main computer that controls the power. When you encounter a passage that's blocked by barrels, go back and activate the crane. To do this, first learn the crane codes (X, A and B, B), then get into position. Once you activate the power, escape from the Factory, pronto!

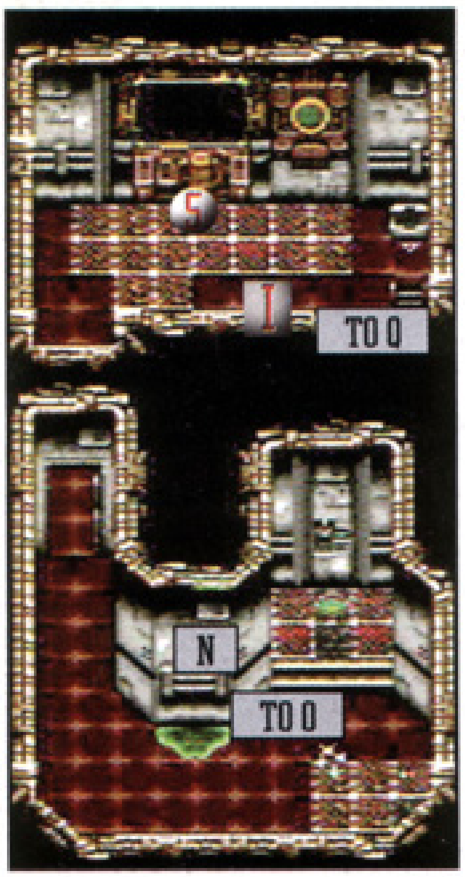


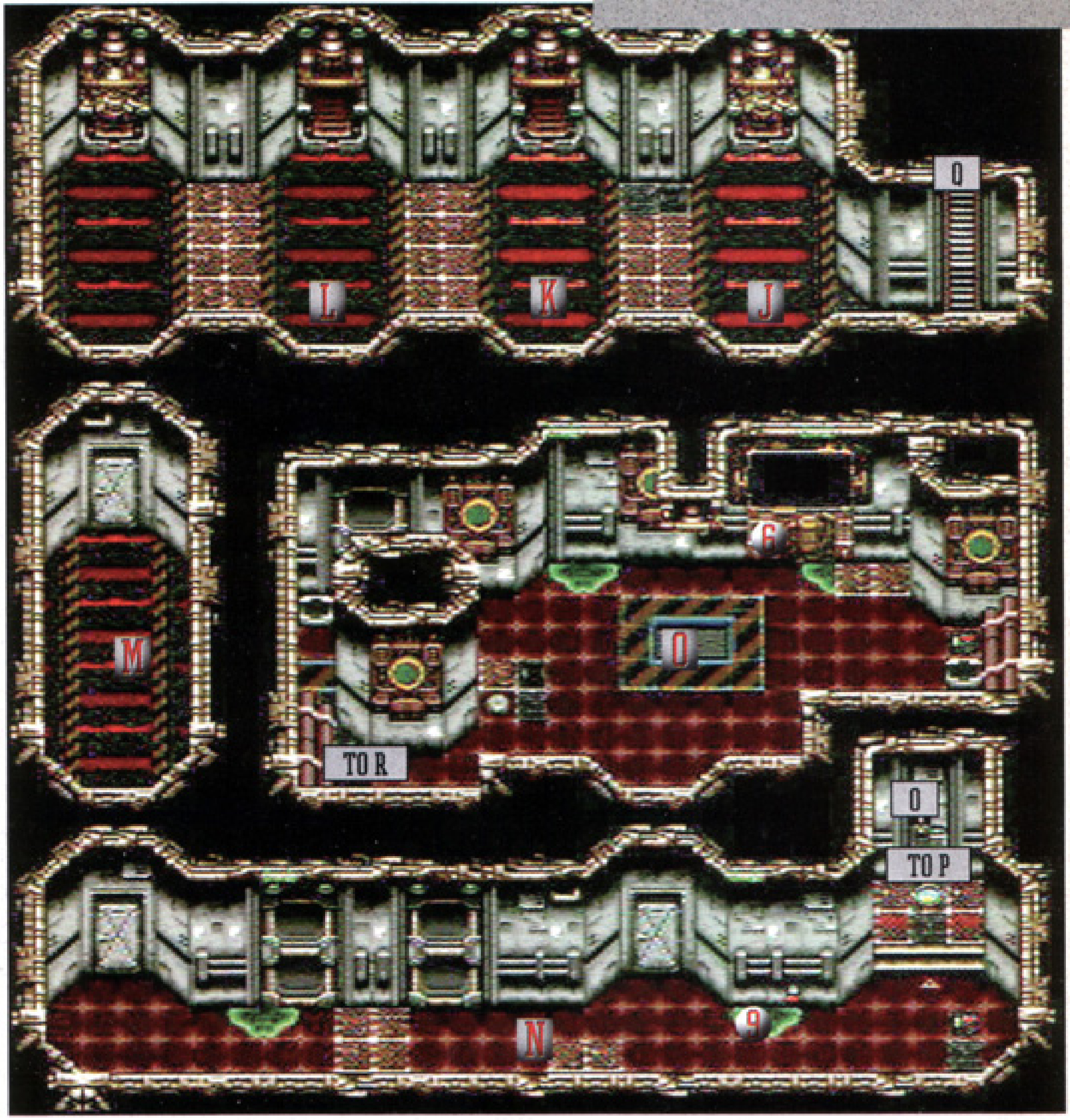
Crane control codes
Code 00-...X A
Code 01-...B B

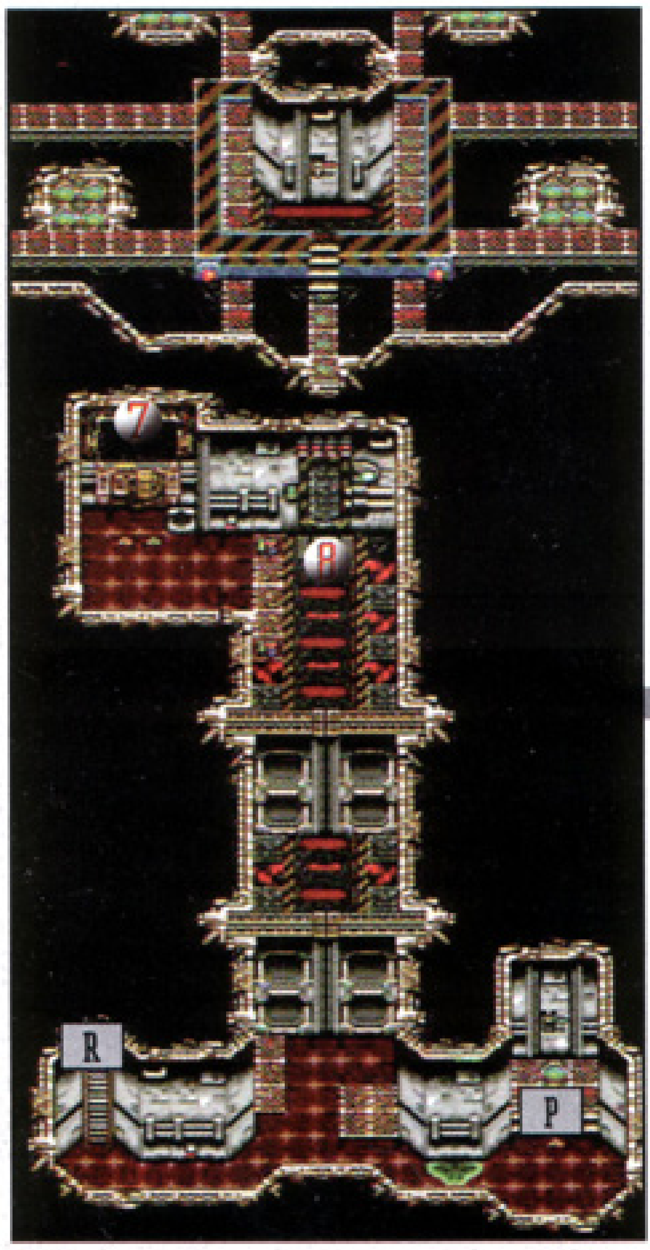




Last defense lock code named "ZABIE."
Translation...XABY.







Enemies

I	1 Acid, 2 Alkalines
J	1 Alkaline
K	1 Alkaline
L	6 R Series
M	1 Acid
N	1 Alkaline, 2 Acids
O	4 Alkalines, 1 Acid

Things To Do

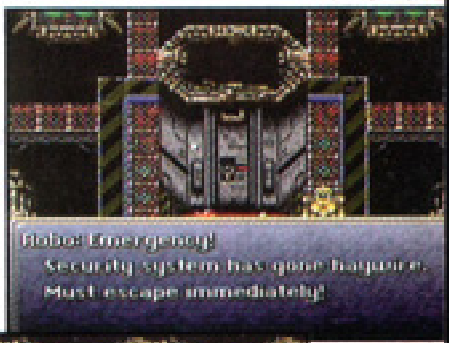
7. Enter the code to the defense lock (XABY). to open the door to the right.
8. Face the main unit and press the B button to turn the main security system off.
   Now Run!

Treasures

Shelter
Titan Vest
Hammer Arm
Plasma Gun

ROBO'S REUNION

When Robo meets up with his old friends, it isn't a happy reunion! The six R Series robots destroy him. After you destroy the evil robots, use the healing powers of Lucca or Marle.



Robo: Emergency!
Security system has gone haywire.
Must escape immediately!

ROBO SIGNS ON

After Lucca repairs Robo, he'll rejoin the team. With the power restored, the once-locked door now opens to the Time Gate.

Robo: C...can you r...repair...me?

Step 8

The End of Time

The End of Time is a wondrous place where time periods intersect. There you'll find a game save location, a special crystal that will restore your HP and MP, and a wise man who offers sage advice.

THE WISE MAN

Listen carefully when the wise man speaks—he gives clues about what to do next. Be sure to visit Spekkio, too. He's very strange, but you will be rewarded with magic power for humoring him.

TIME TRAVELER

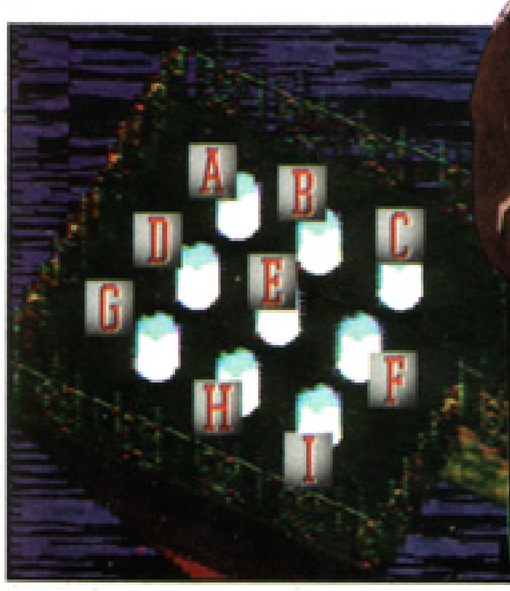
From The End of Time, you can travel to any time period you've already visited. Initially, you will have three choices. Later, when you open more Gates, you'll have more choices.

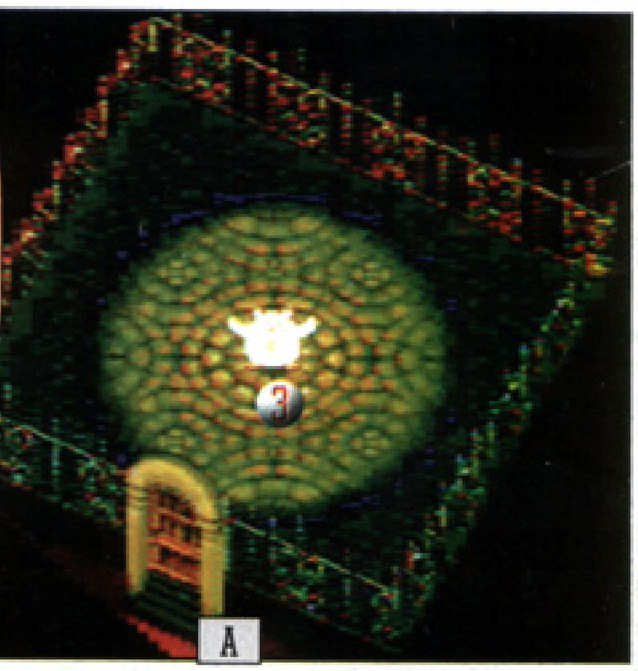
A	Truce Canyon A.D. 600
B	Medina Village A.D. 1000
C	Guardia Forest A.D. 1000
D	Tyran Fortress 65,000,000 B.C.
E	Proto Dome A.D. 2300
F	Earthbound Island 12,000 B.C.
G	Bangor Dome A.D. 2300
H	Mystic Mt. 65,000,000 B.C.
I	Leene Square A.D. 1000

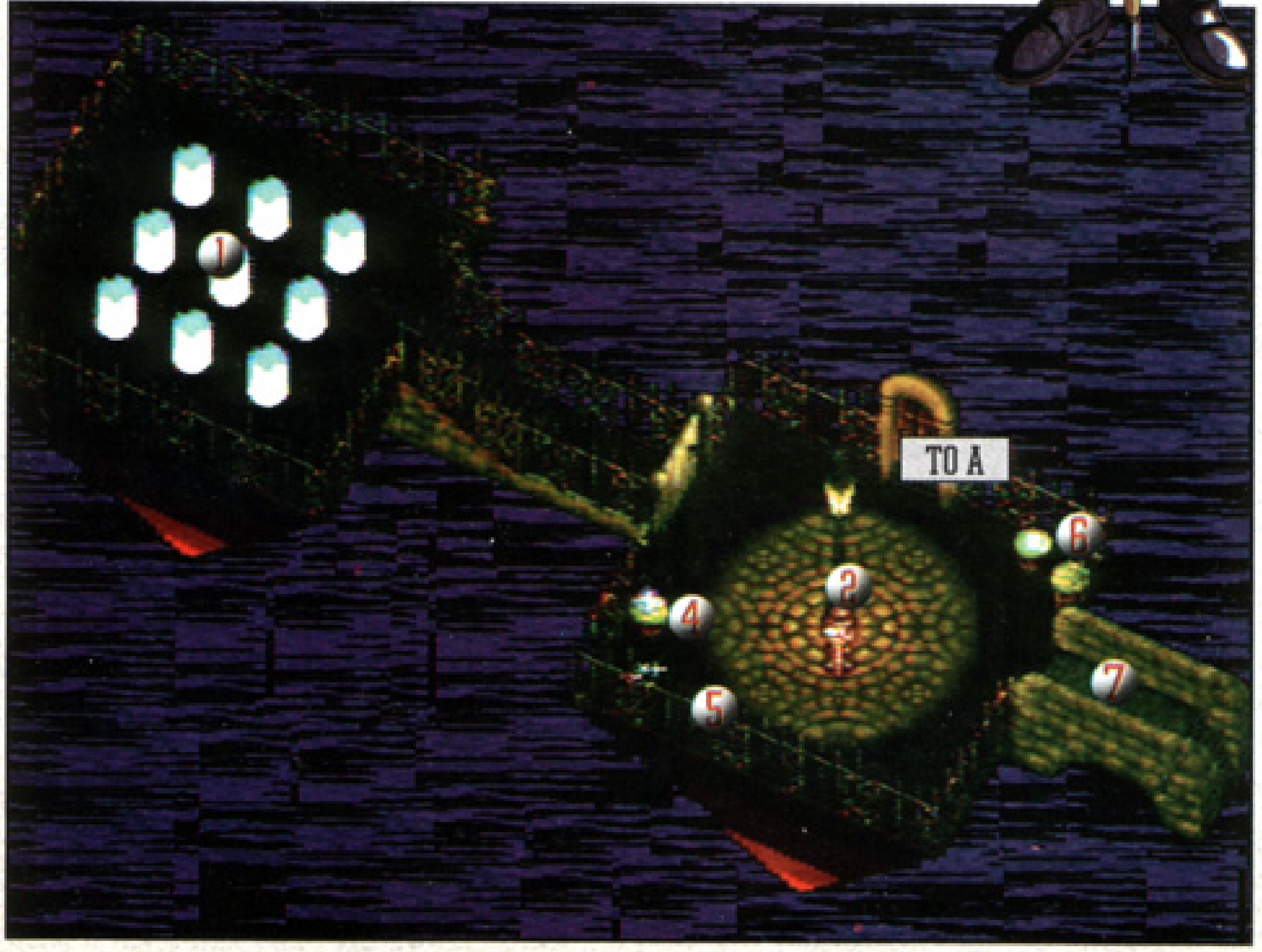
Destinations

Proto Dome
After you find the dome's Time Gate, you'll go to the End of Time. From there, you can return to the present.

The End of Time
Beams of light transport you to and from the End of Time. Here, Spekkio will teach you how to use magic.





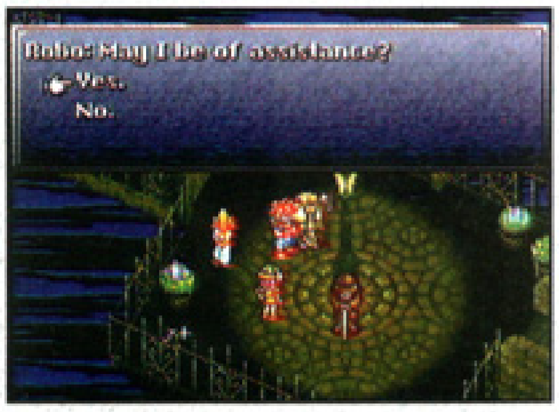


Things To Do

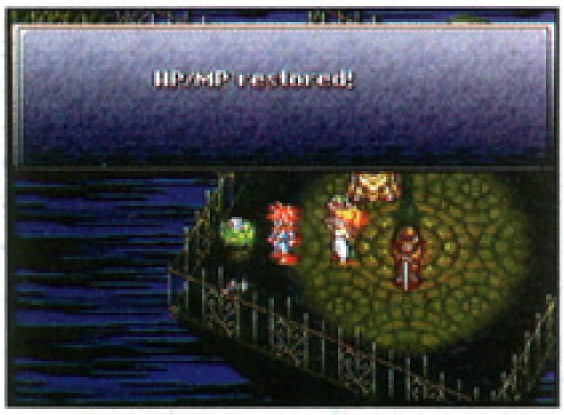
1. The End of Time lets you travel to any era. At this point, there will only be three choices.
2. Talk to the wise old man each time you visit the End of Time. He provides valuable guidance.
3. Meet Spekkio, an odd creature who gives you magical powers if you do exactly what he says.
4. Rejuvenate. Replenish both your HP and MP by stepping up to the magical, healing crystal.
5. After you replenish your energy, save your game every time you travel to the End of Time.
6. This bucket leads to the Day of Lavos in 1999. Don't go there until you're well prepared.
7. Eventually, you will be able to launch the Epoch, a flying time machine, from this dock.

TRAVELER'S BASE

Think of the End of Time as your safe haven, a place where you can rest and heal. You can also change party members when you visit, but you can switch party members at any time by pressing Y, too. For now, make plans to depart for Medina Village in A.D. 1000.



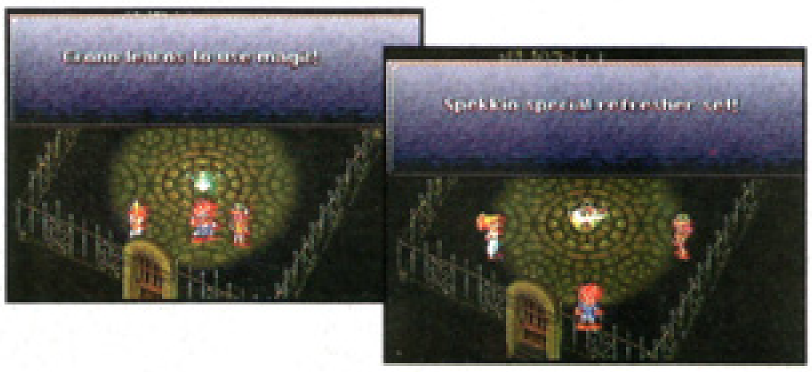
Robo: May I be of assistance?
Yes.
No.



HP/MP restored!

LEARN THE POWER OF MAGIC

Thus far, Crono and his friends have relied on their strength and Tech abilities to survive. By following Spekkio's bizarre instructions, each character will learn to tap magical powers. He trains you by making you fight him, and if you win, he sometimes gives you special items.



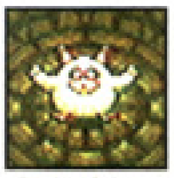
Crono learns to use magic!

Spekkio special refresher set!

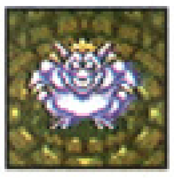
Spekkio's Prizes

Special Refresher Set	Win one Magic Tab and five bottles of Ether from Spekkio.
Choice Set	Win one Magic Tab and five bottles of Mid Ether from Spekkio.
Healthy Choice Set	Win one Magic Tab and five bottles of Full Ether from Spekkio.
Graceful Set	Win one Magic Tab, one Speed Tab, one Power Tab and ten Elixirs.

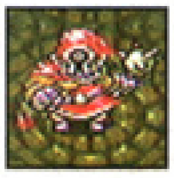
Kilwala



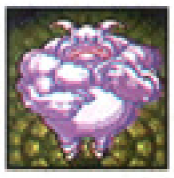
Goblin



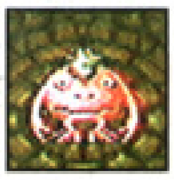
Omnicrone



Masa

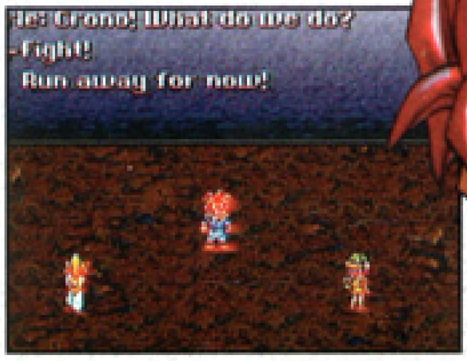


Nu

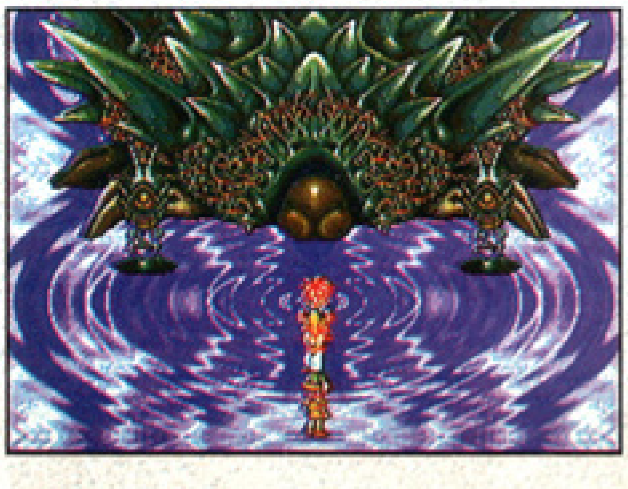


DAY OF LAVOS

Instead of heeding the old man's warnings, you can choose to activate the special gate by the bucket in the corner and transport directly to the Day of Lavos. You won't survive an encounter with Lavos at this point, however, because you are not yet ready to face the fierceness of the evil that awaits. Your fighting skills simply aren't up to it yet. If you accidentally enter the gate, you can choose to run away rather than fight, a wise decision that will take you back to the End of Time.



le: Crono! What do we do?
Fight!
Run away for now!



A SUDDEN ENDING

You should have listened to the old man! Crono and his crew weren't ready to face the mighty Lavos in battle. Thanks to your impatience, all is lost!

BUT...
THE FUTURE REFUSED
TO CHANGE

Step 9

The Village of Magic

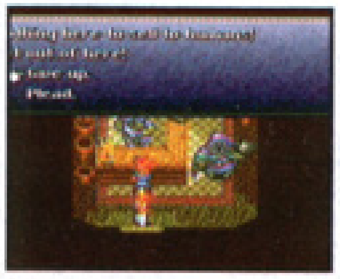
Crono emerges from a closet when he uses the portal at The End of Time. The surroundings look familiar yet strange. You're in Medina Village in A.D. 1000, and it's inhabited by evil Goblins.

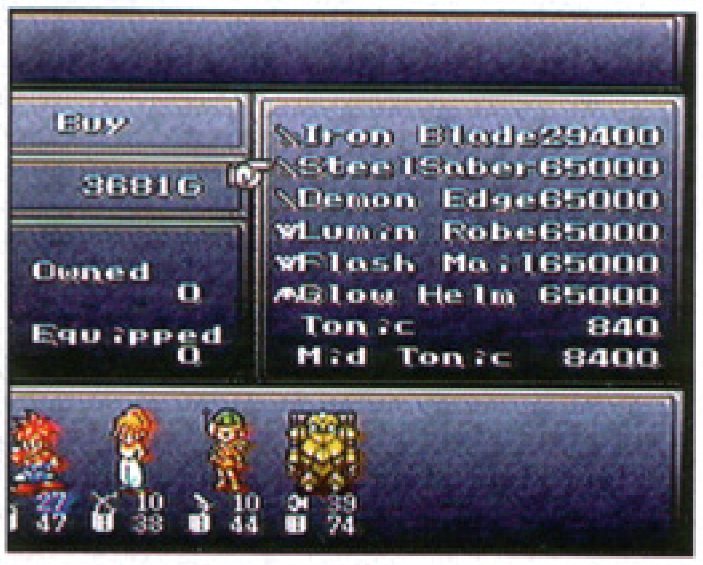
UNREASONABLE SHOP

The Market in town has many useful items, weapons and armor, but the owner hates to deal with humans. Even if you defeat the shop's owner, his prices are outrageous. Don't buy anything you don't need.

MELCHIOR'S HUT

Melchior is a wise alchemist who lives west of Medina. He'll sell you some weapons and tell how to return to Crono's home. Melchior will also tell you about the dangers in nearby Heckran Cave.





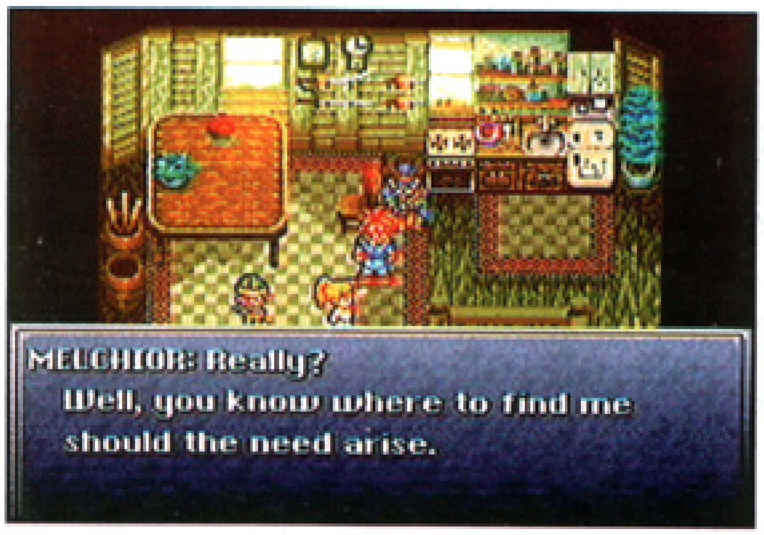
Buy

3681G

Owned
0

Equipped
0

Iron Blade29400
Steel Saber65000
Demon Edge65000
Lumin Robe65000
Flash Mail65000
Glow Helm 65000
Tonic 840
Mid Tonic 8400



MELCHIOR: Really?
Well, you know where to find me should the need arise.

Destinations

Medina

After emerging from the closet, go to the village square, where the inhabitants worship a statue of Magus.

Melchior's Hut

Go to Melchior's Hut and ask him how to return to Truce. Before going to Heckran Cave, buy some weapons.

Heckran Cave

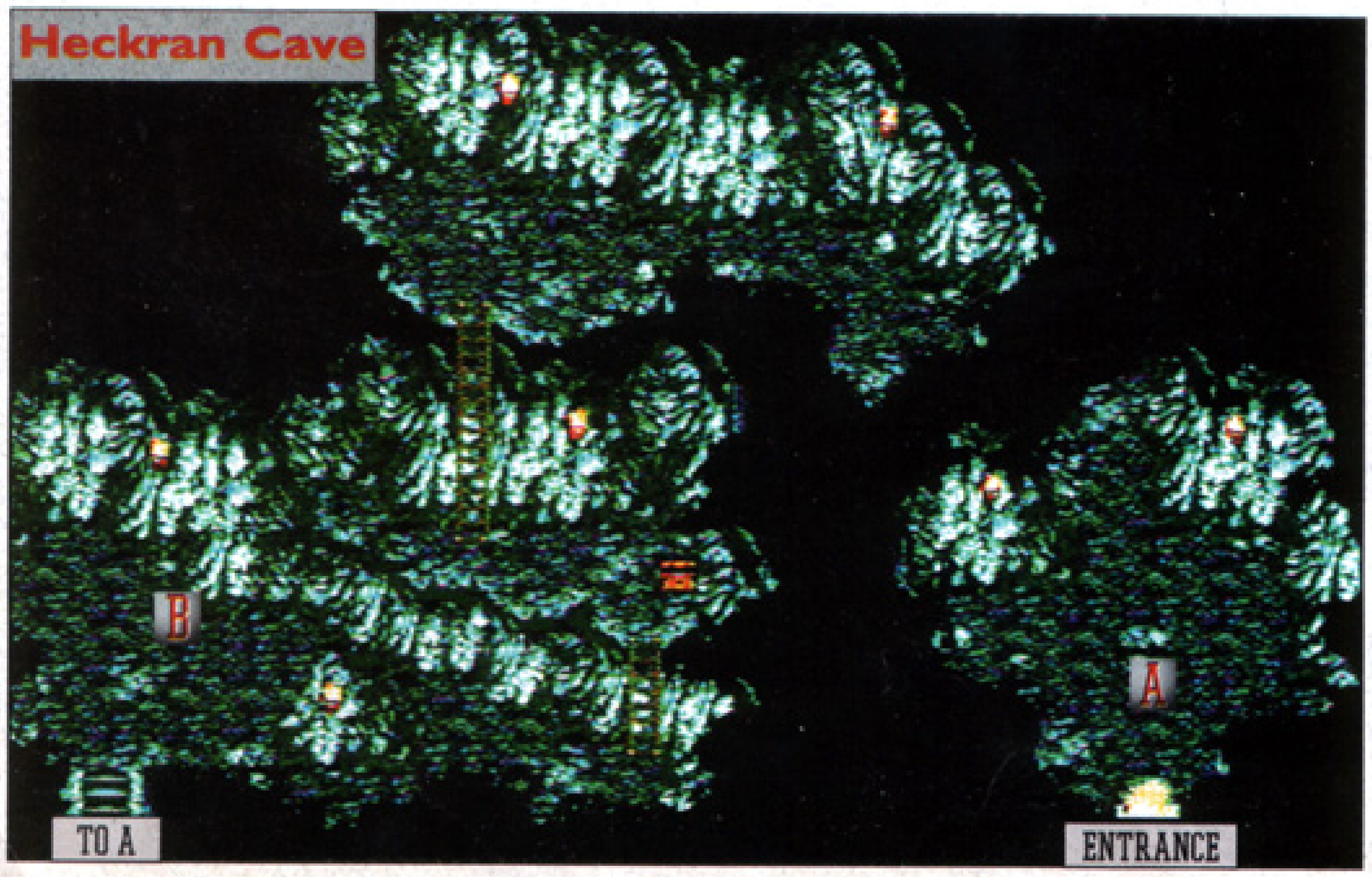
Fight your way through Heckran Cave to find Heckran himself. Defeat him, then jump in the Vortex Pool.

Vortex Pool

When you jump into this pool, you'll outside Lucca's house. Enter the house to get the Taban Vest.

Leene Square

Return to the Time Gate, step in and return to the End of Time to talk to the wise man for advice.

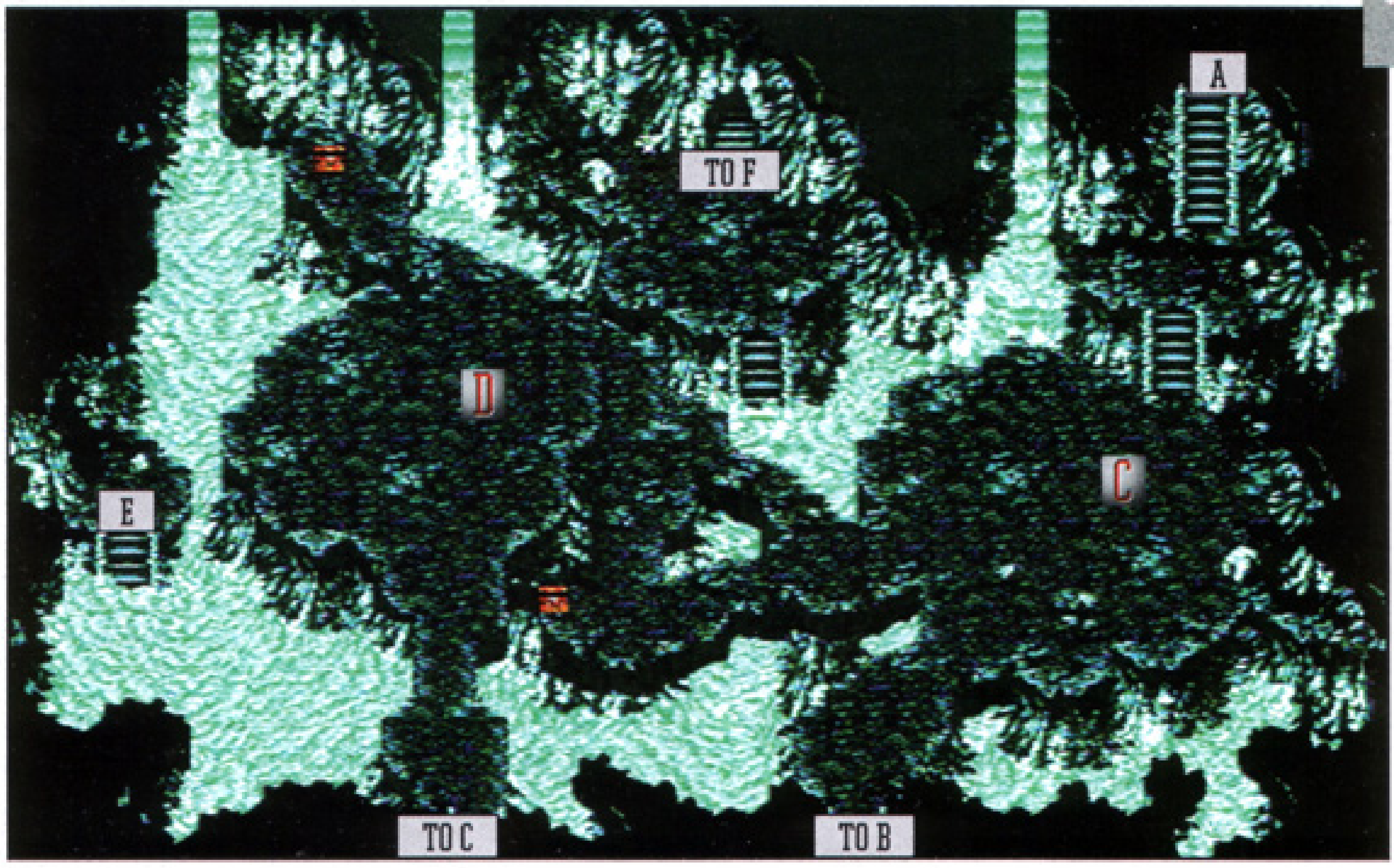


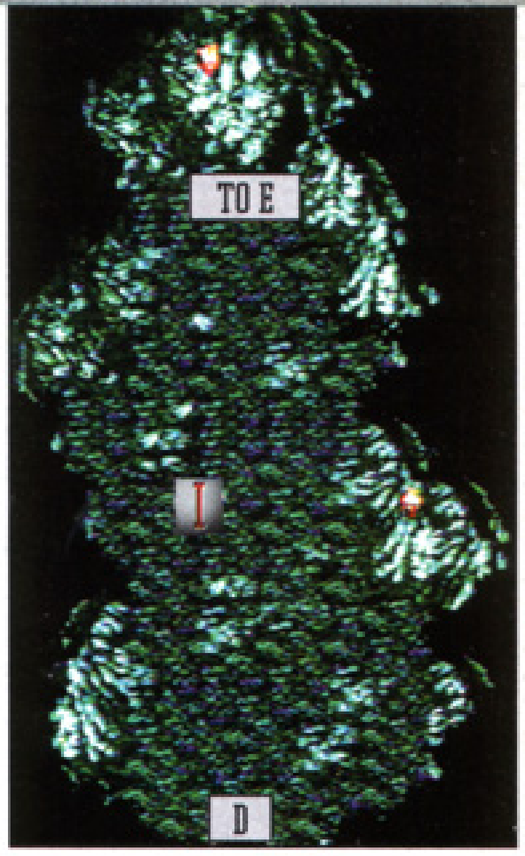
Market

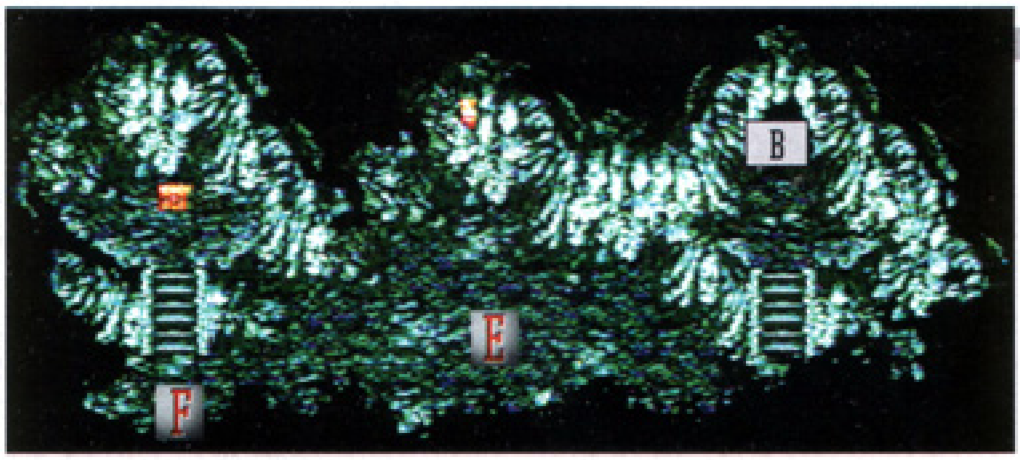
Red Katana	4,500
Robin Bow	2,850
Plasma Gun	3,200
Hammer Arm	3,500
Titan Vest	1,200
Tonic	10
Mid Tonic	100
Heal	10
Shelter	150

Enemies

A	2 Henches
B	1 Jinn Bottle, 3 Octoblushes





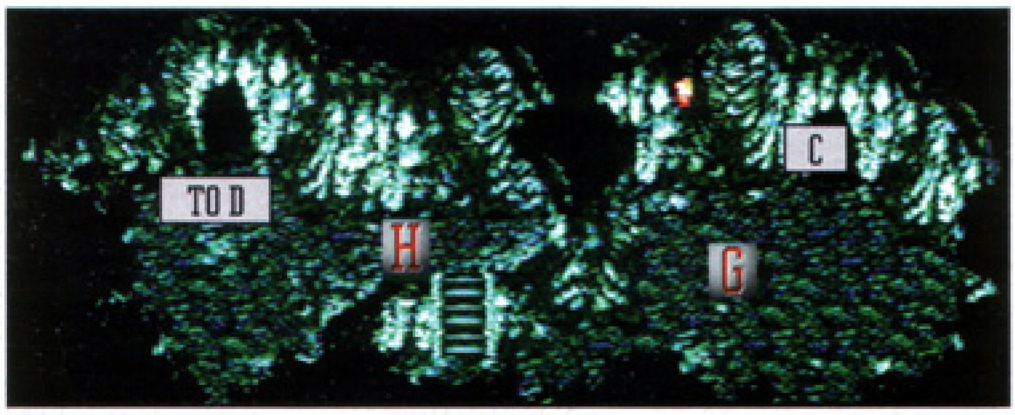


Things To Do

1 After defeating Heckran, take the whirlpool vortex to the water near Lucca's house.

Treasures

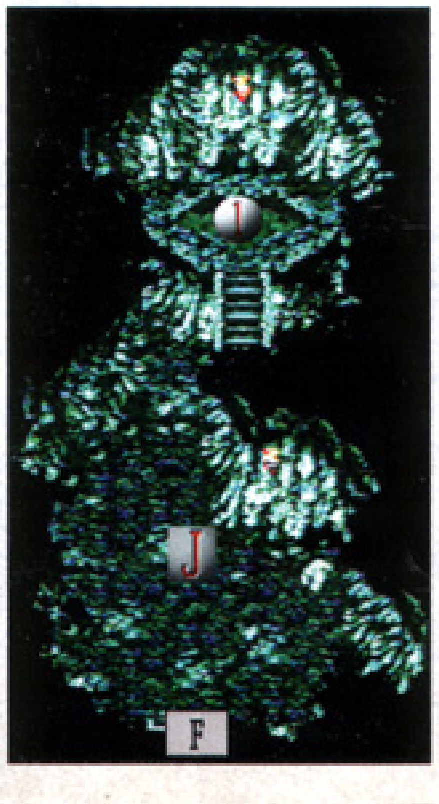
Magic Scarf
Wall Ring
Dash Ring
Ether
Mid Ether



DEFEATING HECKRAN

Heckran is a ruthless beast who lives in a cave near Melchior's Hut. To get out of the cave alive, you must defeat him, and that's no easy task. You'll reach a Save Point just before you enter his cavern. He has a deadly Water attack, so use Marle's Aura Whirl healing powers and Tonics as needed. Only magic attacks such as Lightning, Fire and Ice will hurt Heckran. To beat him, use Crono and Lucca's combos, such as Flame Toss and Fire Whirl.

Cyclone / Water
Att.
Comb
Item



Enemies

C	2 Tempurites
D	4 Tempurites
E	3 Rolypolies
F	3 Cave Bats
G	4 Rolypolies
H	3 Cave Bats
I	1 Jinn Bottle, 3 Octobluses
J	Heckran

Step 10

The Hero Appears

The next step has Crono traveling to the Middle Ages to pursue Magus, an evil magician. When he arrives, he hears the story of a legendary hero who has super-human strength and wields a magic sword.

Destinations

The End of Time
Transport to the End of Time. Once there, save your game, replenish your HP and MP, then head to Truce Canyon.

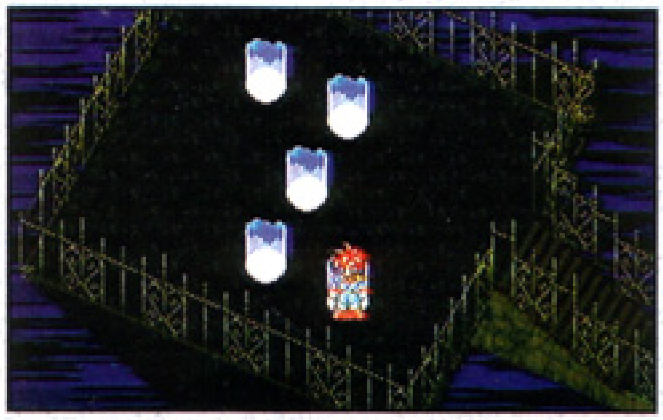
Truce Canyon
Go to the village and talk to everyone to collect information about what's happening in the Middle Ages.

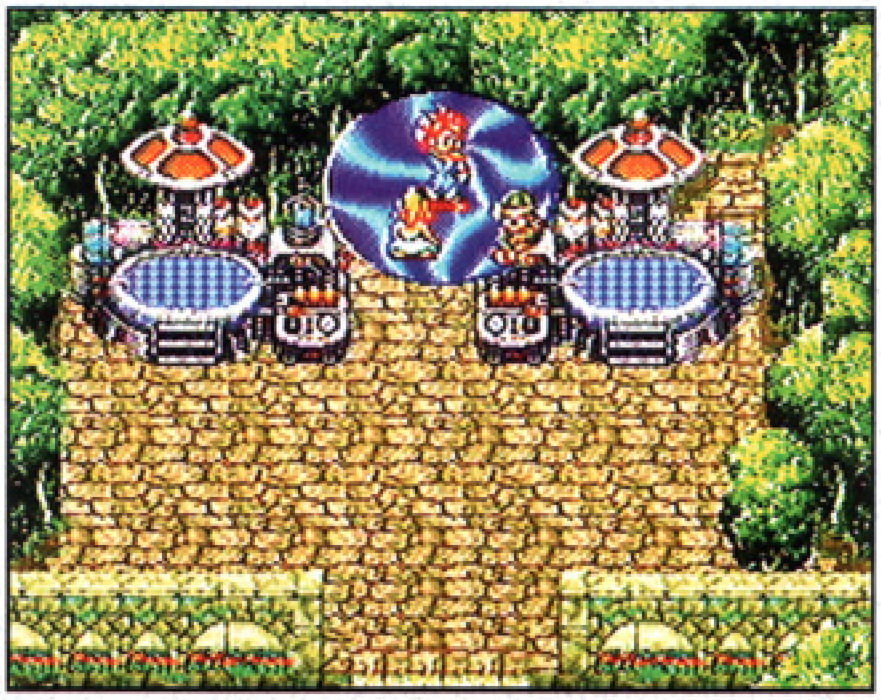
Guardia Castle
The King's in trouble and you're his only hope. Agree to help him, and remember to get Jerky from the Chef.

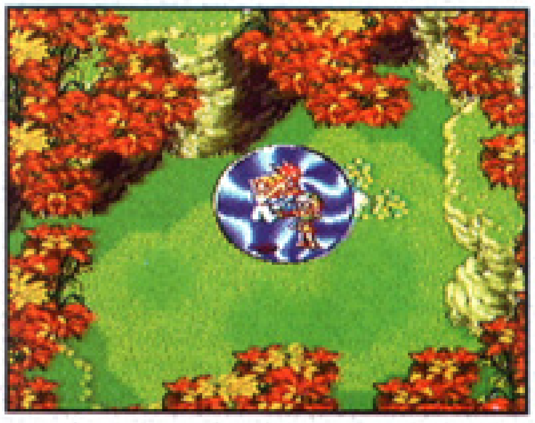
Zenan Bridge
Beat Ozzie's skeleton warriors then face off with Zombor. He's a big, bad, dead dude with a sinister attitude.

400 YEARS AGO

Return to the Millennial Fair in Leene Square, A.D.1000. Talk to the people, have some fun, earn some Silver Points, then head for Lucca's invention to warp back to the End of Time. From there, step into the beam of light that transports you back to Truce Canyon in A.D. 600. The terrain should look familiar, but expect to encounter different enemies during this visit. Exit the canyon and head for the village of Truce to see what else is new.





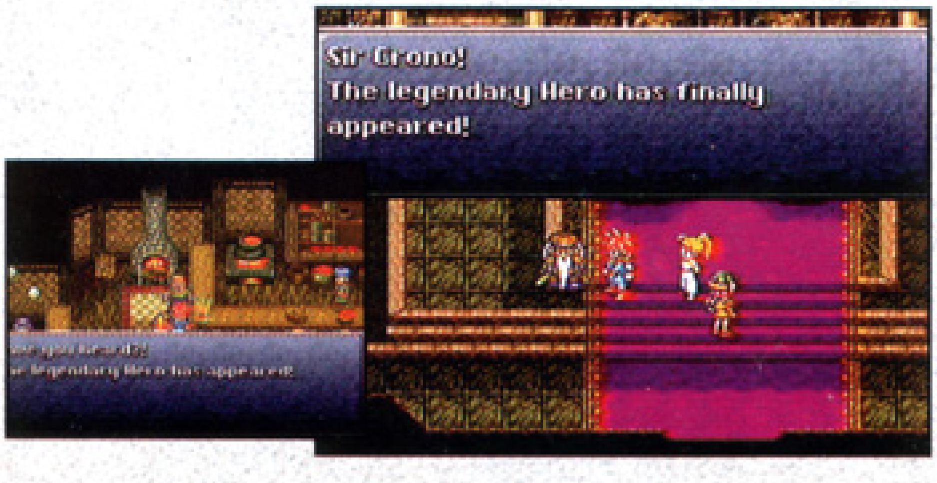


Treasures

Gold Helmet

COLLECT INFORMATION

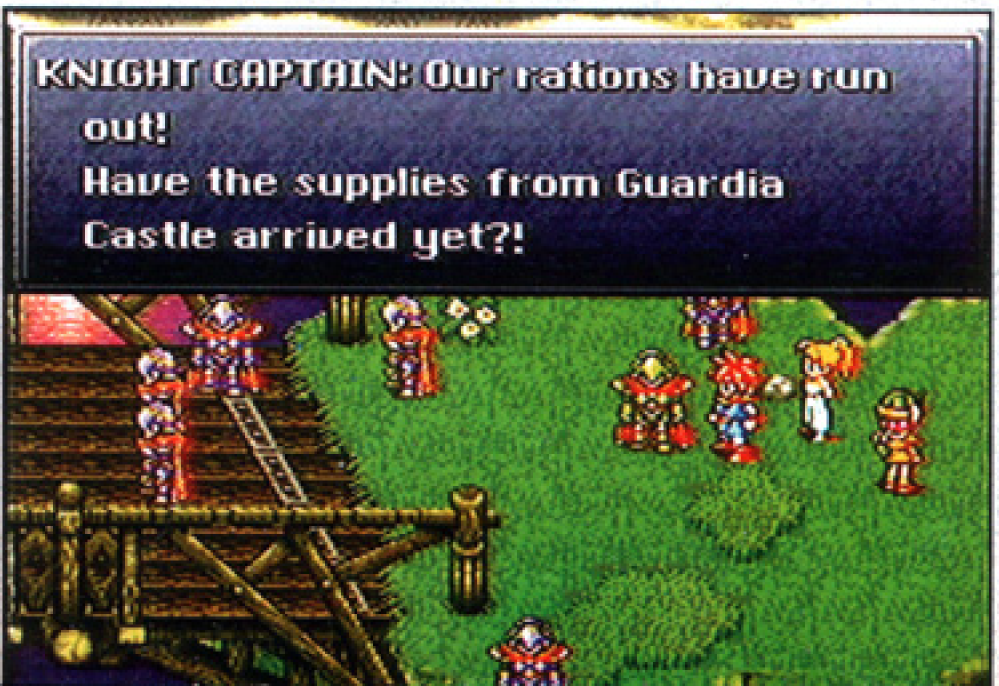
Go to Truce Inn for the latest news about the trouble Magus has been causing. Head for the castle to see how you can help the King, who has been injured. You'll find him in his chambers, and he'll send you to the Zenan Bridge. Before you depart, take the Bronze Mail from the chest.



Sir Crono!
The legendary Hero has finally appeared!

THE BATTLE AT ZENAN BRIDGE

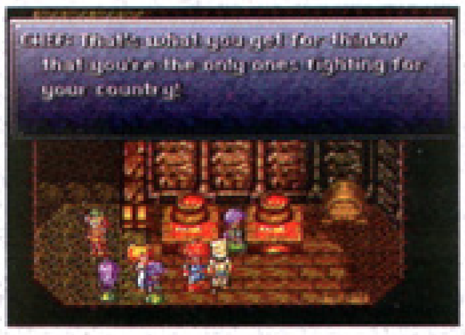
Crono goes from the castle to Zenan Bridge to join forces with the Guardia Knights. There they'll fight Ozzie and his troops. Crono's Lightning attack toasts the skeleton warriors easily, but you can't defeat Ozzie, so don't waste your attacks on him.

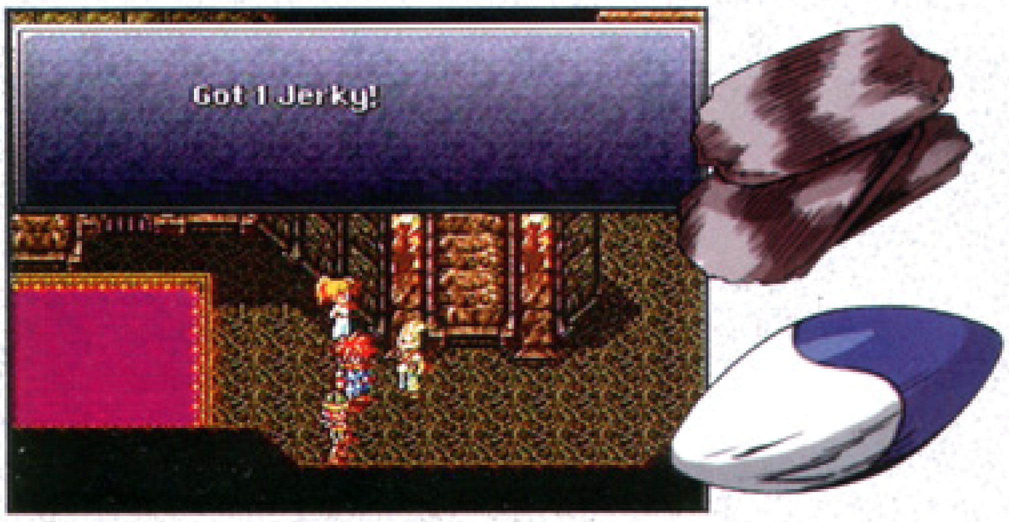


KNIGHT CAPTAIN: Our rations have run out!
Have the supplies from Guardia Castle arrived yet?!

CHEF'S SURPRISE

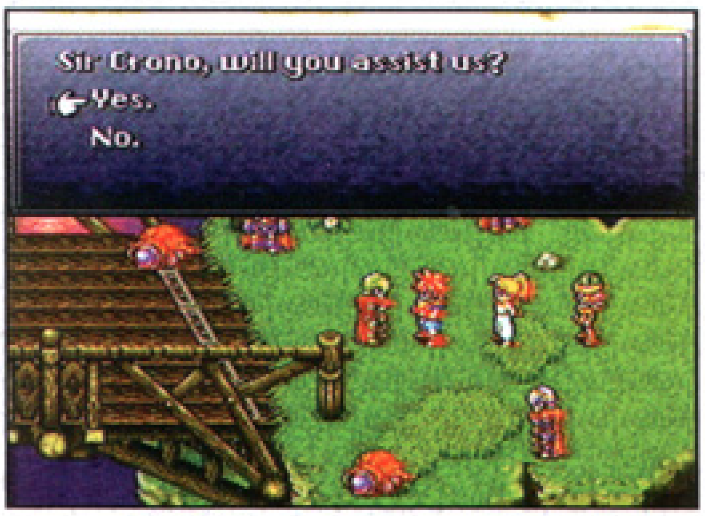
Before leaving the castle, but after talking with the King, visit the Chef to get some Jerky for the troops at Zenan Bridge. Give it to the captain to strengthen his battle–fatigued soldiers.

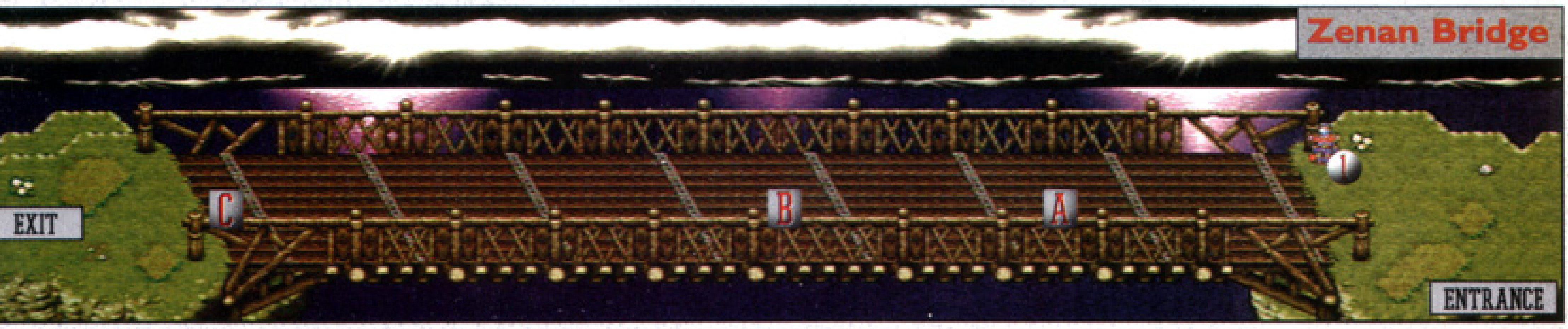

CHEF: That's what you get for thinkin' that you're the only ones fighting for your country!


Got 1 Jerky!

CAPTAIN OF THE GUARD

After giving the captain the Jerky, he'll ask you to help fight against Magus's army and take control of the bridge. In the battle, Crono and team will first battle Ozzie's undead skeleton troops, which look more dangerous than they actually are. Use each character's magical powers as Crono, Marle and Lucca fight their way across the bridge. On the opposite side, they'll meet Zombor.


Sir Crono, will you assist us?
Yes.
No.



Things To Do

1. You must help the starving soldiers on the bridge if you hope to cross over to the southern continent. Return to the castle, visit the King, then go down into the basement to find the kitchen and the Chef. After talking to the Chef, go upstairs. The Chef will catch you upstairs and ask you to take the Jerky to the troops. Do it.

Enemies

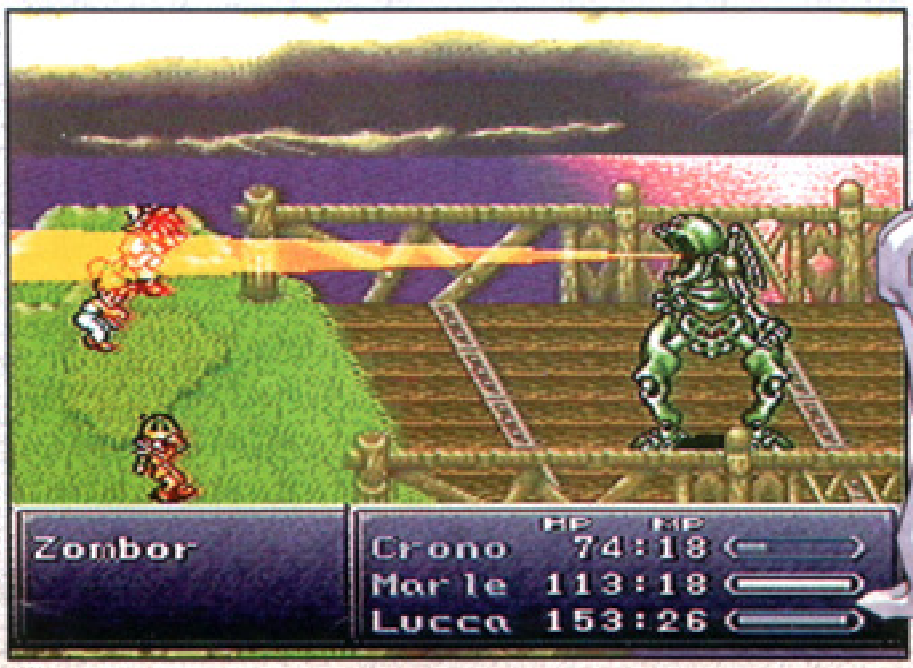
A 2 Deceased, Ozzie

B 3 Deceased, Ozzie

C 1 Zombor

ZOMBOR

Zombor is a large, two-part skeleton controlled by Ozzie. To pummel this foe, magical powers are a must. Destroy the top first, then the bottom. Use Ice on the creature's head and a Fire or Lightning attack to destroy its body. After you send Zombor to his doom, Ozzie will flee.



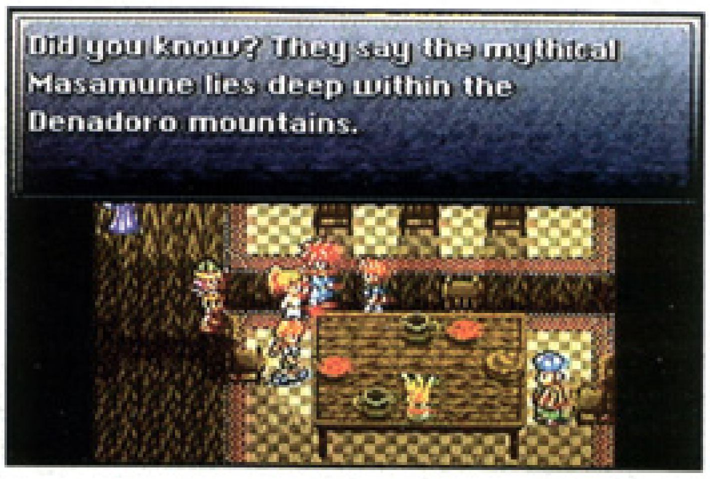
Step 11

Tata and the Frog

After defeating Zombor, Crono follows the trail of the hero, but not before he explores the Cursed Woods. The next part of the quest will take his party into the Denadoro Mountains in search of the hero's legendary sword, the Masamune.

MAKE A STOP IN PORRE VILLAGE

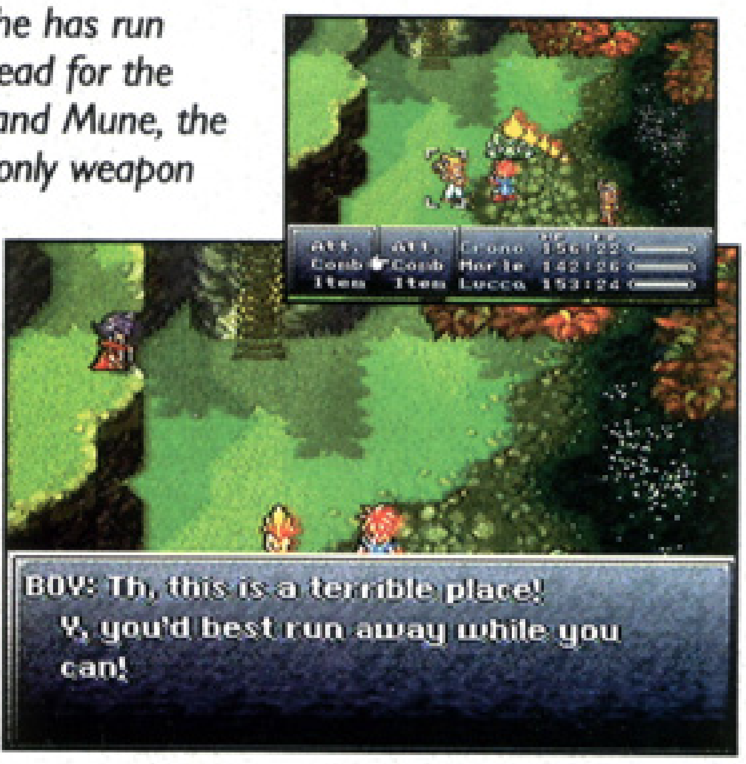
First, go to Porre Village to hear the gossip about a powerful sword known as the Masamune. Drop in on Fiona, who will direct you to the Cursed Woods. Search the bushes for the entrance to Frog's hideout, then return to Porre.



Did you know? They say the mythical Masamune lies deep within the Denadoro mountains.

TATA HAS RUN AWAY

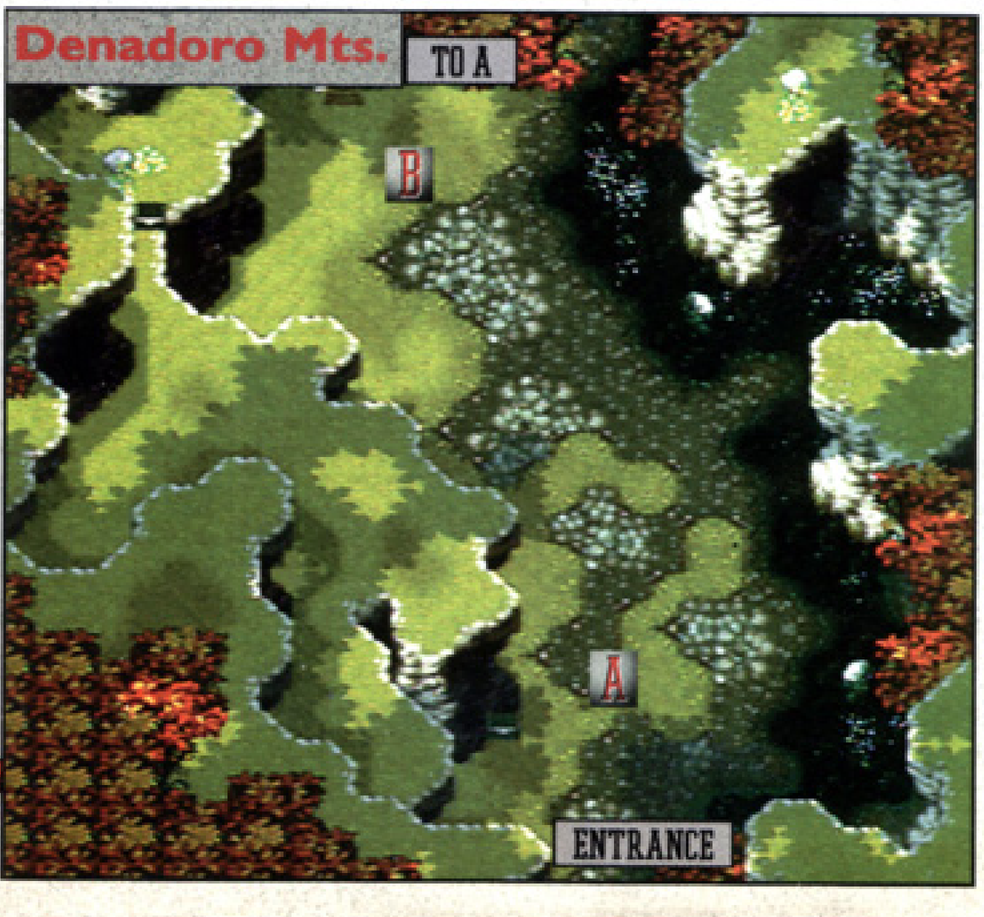
When you go to Tata's house, you'll learn that he has run away to the mountains. Now it's your turn to head for the hills. Follow the mountain path to reach Masa and Mune, the keepers of the Masamune sword, which is the only weapon that can defeat Magus. You must defeat the twin demons in order to get the pieces of the sword.



BOY: Th, this is a terrible place!
Y, you'd best run away while you can!

Enemies

- **A** 2 Goblins, 2 Bellbirds
- **B** 1 Goblin, 1 Ogan



Destinations

Denadoro Mts.

Climb the Denadoro Mountains and defeat the twins, Masa and Mune, to earn the legendary Masamune sword.

Tata's House

When you return to Tata's House in Porre Village, Tata will give you, the true heroes, the Hero's Medal.

Cursed Woods

Return to Frog's hideout in the Cursed Woods with the Masamune. Frog will give you the Masamune's hilt.

Truce Canyon

Go back into Truce Canyon and find the Time Gate. Step into the gate to return to the End of Time.

The End Of Time

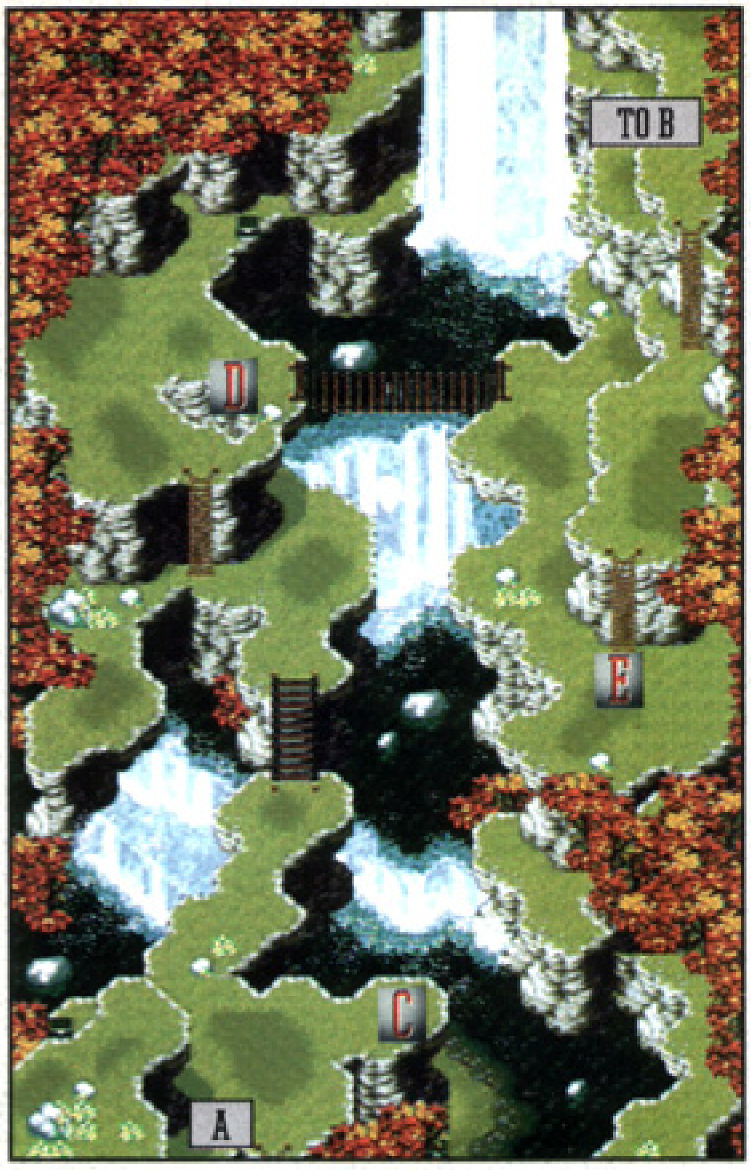
Talk to the wise, old man and learn more magic from Spekkio. Replenish your energy, then travel to A.D. 1000.

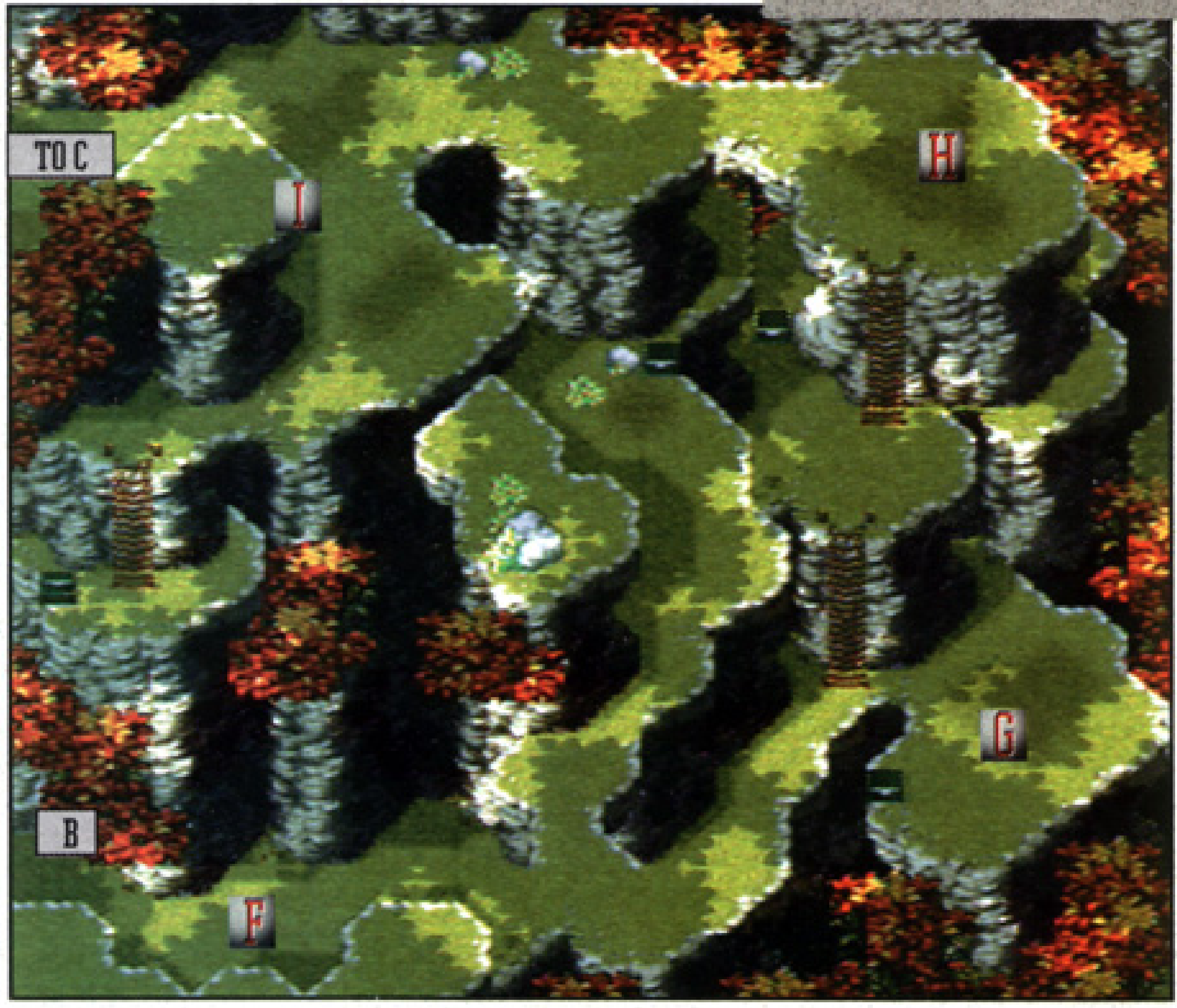
Melchior's Hut

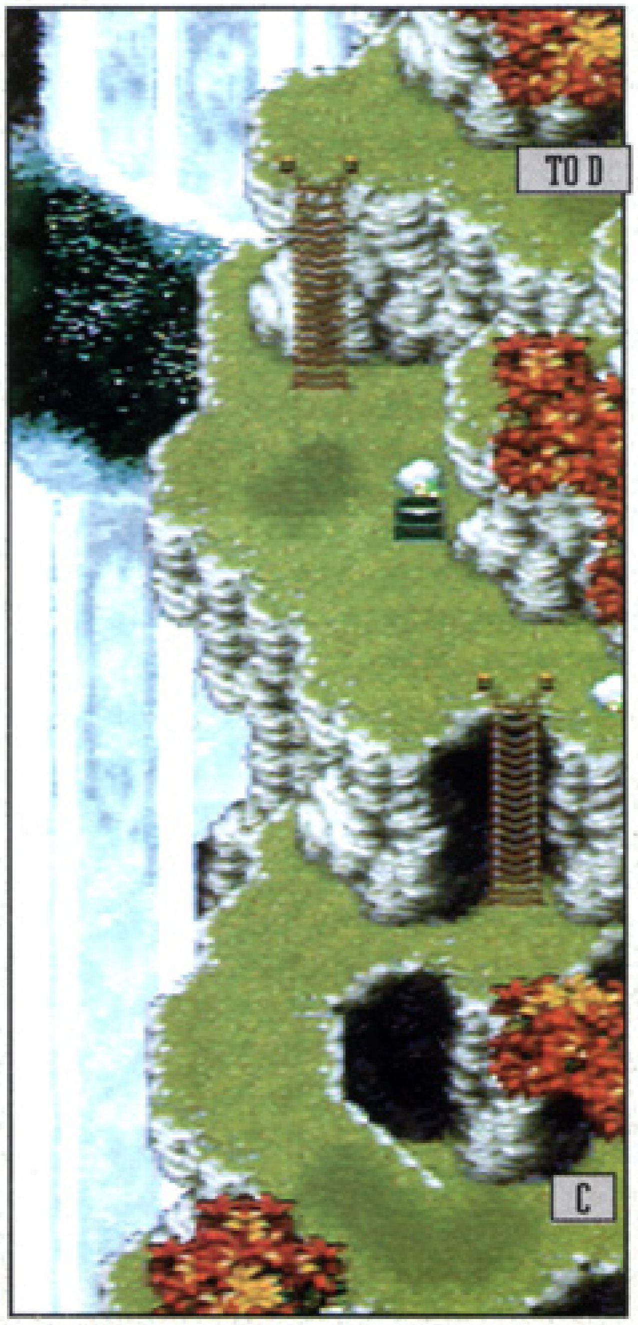
When you take the Masamune pieces to Melchior, he'll explain that he needs the Dream Stone to fix it.

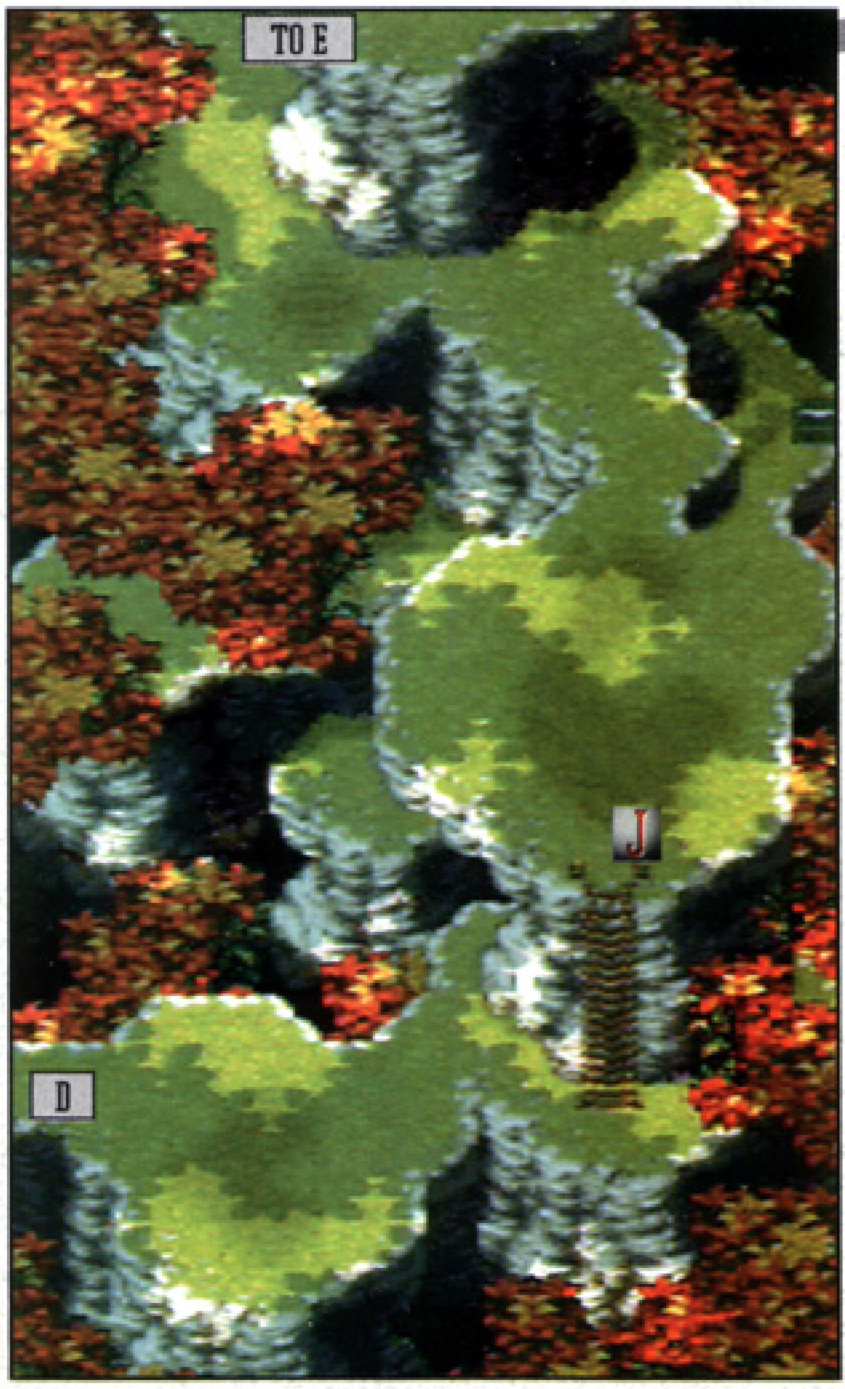
Treasures

300 G
500 G
600 G
Ether
4 Mid Ethers
Mirage Hand
Revive









Things To Do

1. Collect treasures from the chests as you explore the mountains.

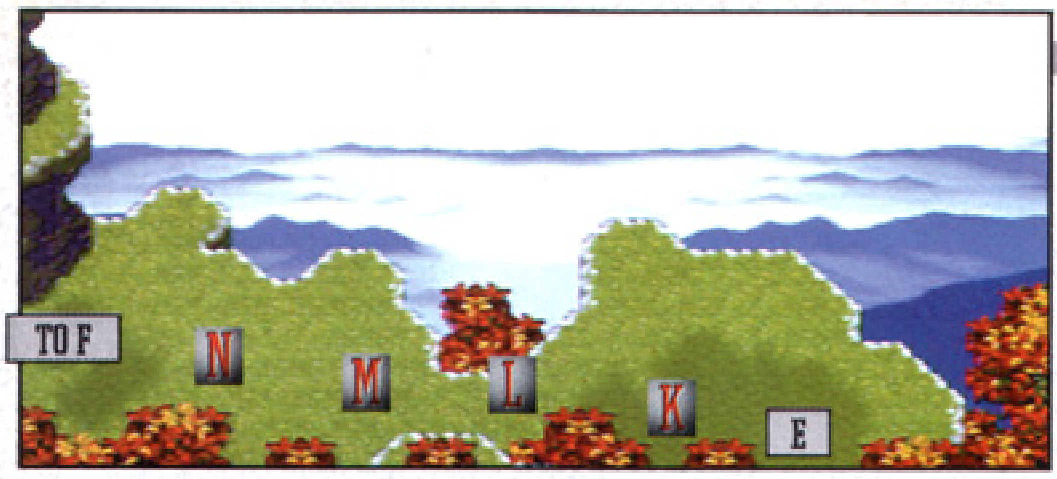
2. Put Frog at the head of the party so he can catch the Gold Rock from the Free Lancer.

Treasures

Gold Helmet
Silver Earring
Magic Tab
2 Mid Tonics
Silver Stud

Enemies

C	1 Free Lancer, 1 Ogan
D	1 Ogan, 1 Goblin
E	1 Ogan
F	1 Free Lancer
G	2 Free Lancers
H	1 Ogan
I	1 Ogan
J	2 Free Lancers

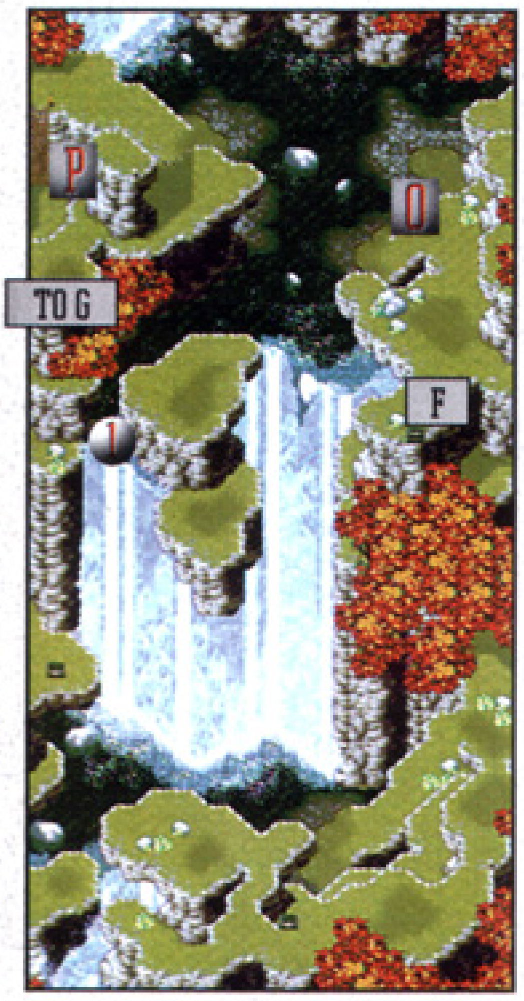


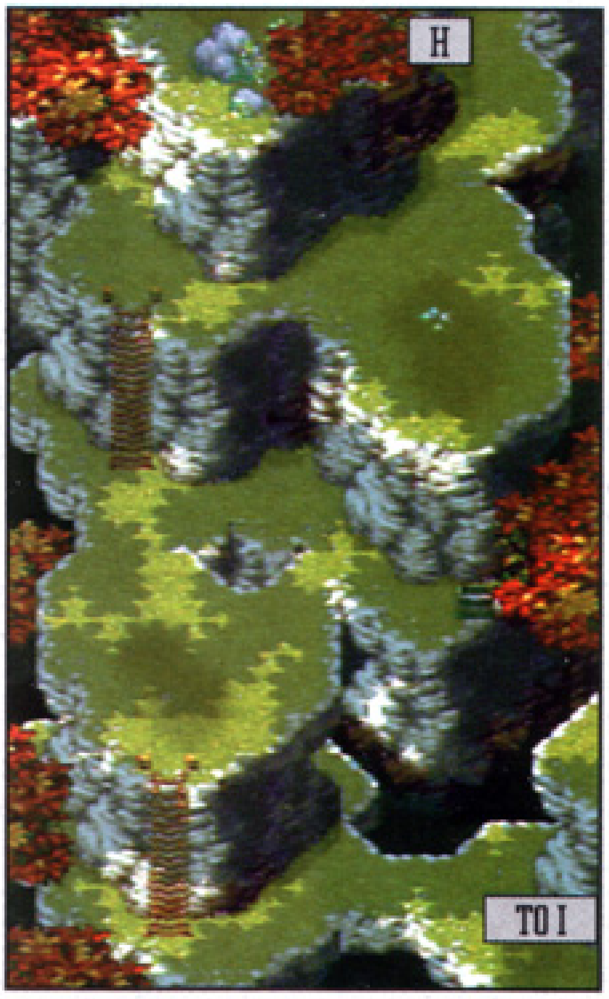
Things To Do

1. Fall off the waterfall to find valuable treasures.
2. Talk to Kilwala to get a treat.

Treasures

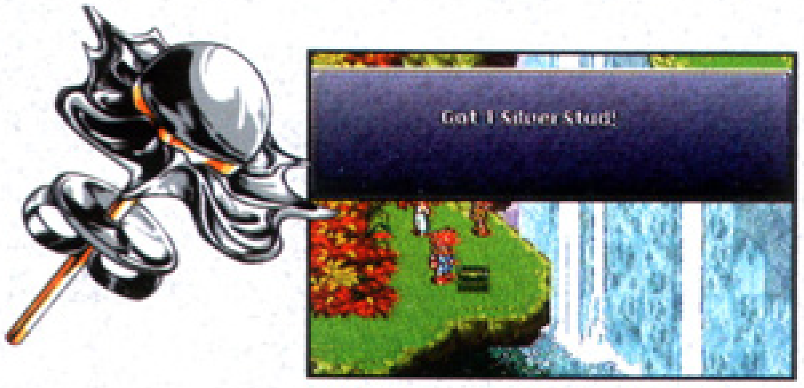
Speed Tab
Shelter
Gold Rock
Broken Sword

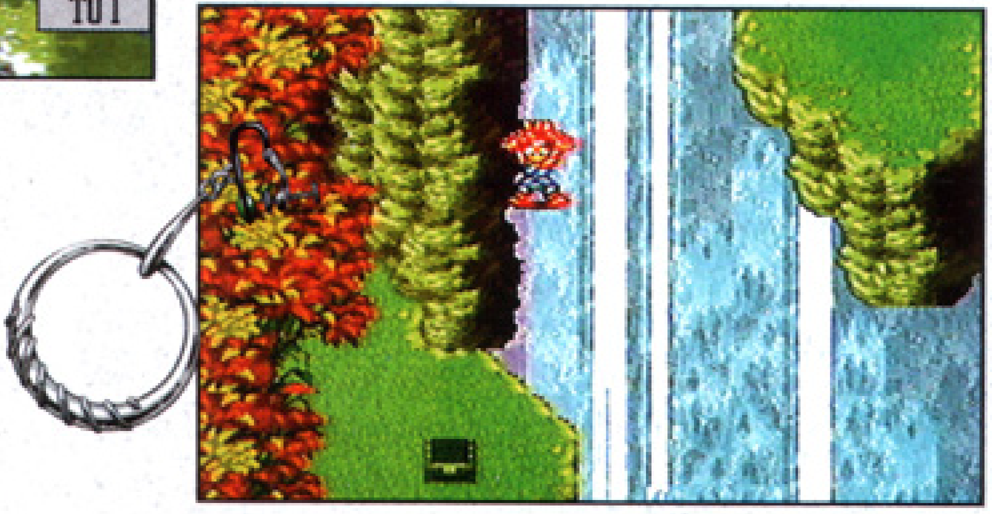


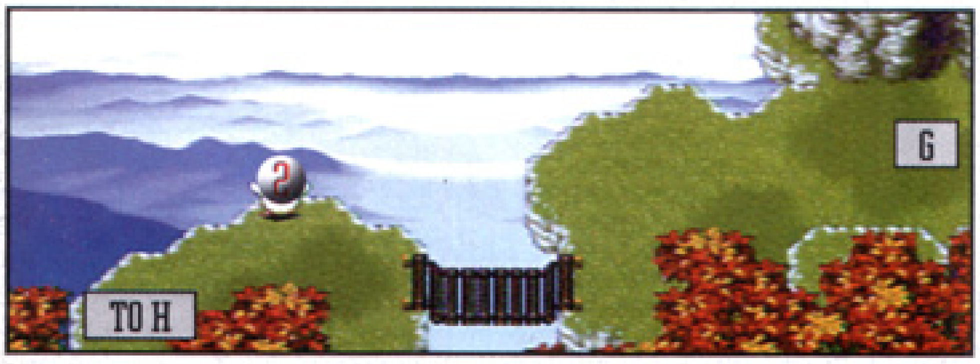


PRECIOUS METALS

Stock up for a trek, then hike into the Denadoro Mountains. You'll battle many Goblins and Free Lancers as you climb, and you'll find lots of chests. Among the special treasures you'll find are a Gold Helmet, a Silver Earring and a Silver Stud. They are precious metals—use them in the battle ahead.


Got 1 Silver Stud!



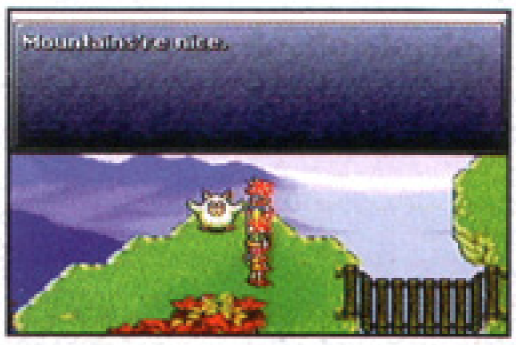


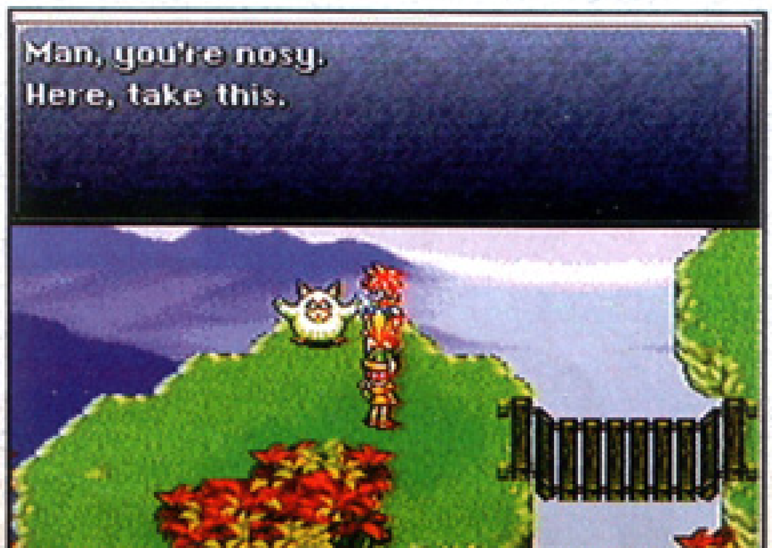
Enemies

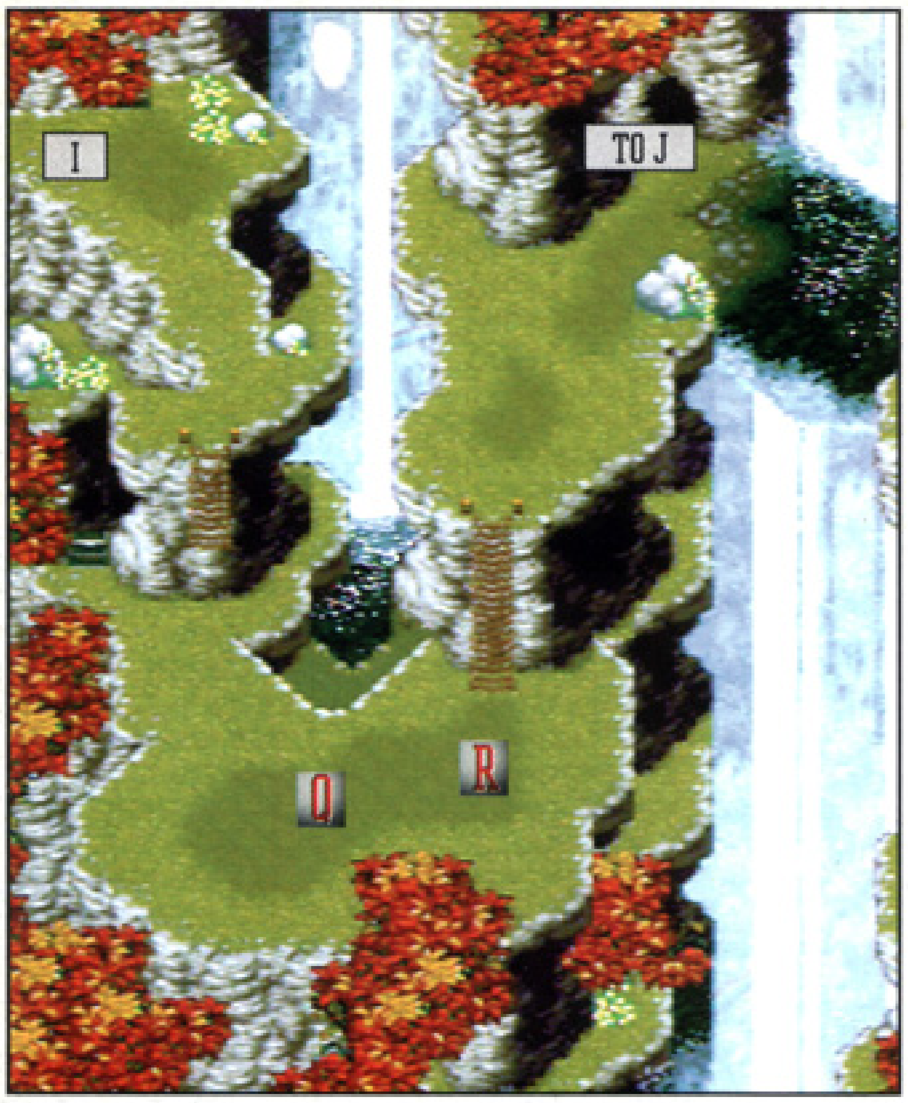
K	1 Ogan, 1 Goblin
L	1 Ogan, 1 Free Lancer
M	1 Ogan, 1 Goblin
N	1 Ogan, 2 Free Lancers
O	2 Free Lancers, 1 Bellbird
P	2 Free Lancers
Q	3 Goblins
R	2 Ogans, 2 Free Lancers
S	Masa and Mune

SPEAK WITH KILWALA

Kilwala, the fuzzy one who lives at the top of the mountain, is a furball of few words. If you talk to him four times, he'll think you're really nosy—but he'll give you a Magic Tab.

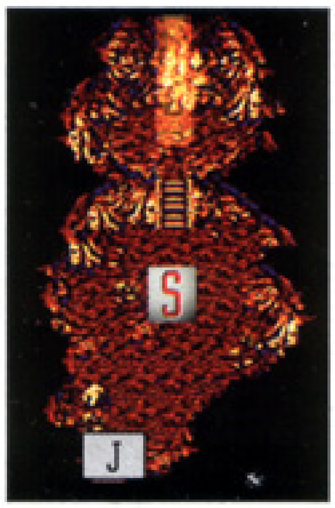

Mountains're nice.

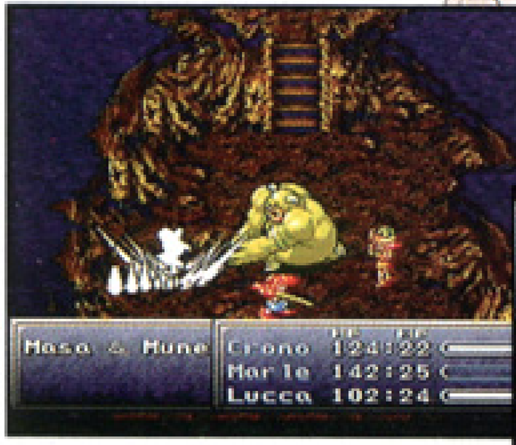

Man, you're nosy.
Here, take this.



THE TWIN TERRORS

Masa and Mune guard the legendary sword known as the Masamune. To win the sword, you must defeat them, first one at a time, and then again when they merge into one mega-adversary, Masamune. To defeat them, use Ice, Fire Whirl, and Crono's regular attacks. Stop the Tornado with Crono's Slash.





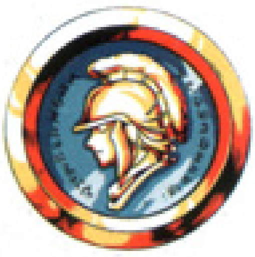
Lucca: So this is the Masamune...

RETURN TO TATA'S HOUSE

Next, return to Tata's House. There, Tata will admit that he's no hero, and he'll give Crono the Hero's Medal. Take the medal and visit Frog, in the Cursed Wood, to learn how to fix the Masamune.

TRY TO REPAIR THE MASAMUNE

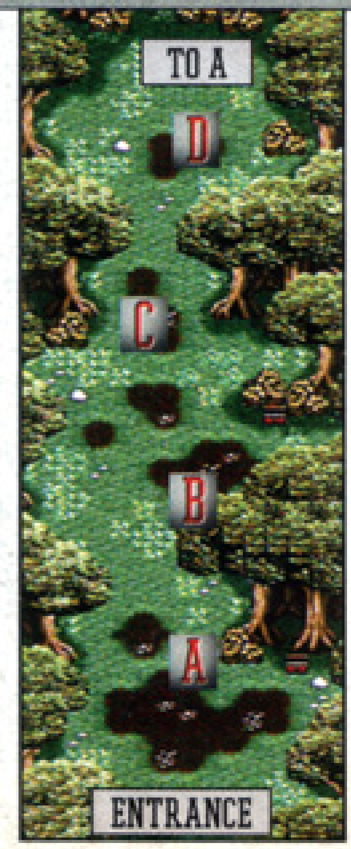
Melchior, in A.D. 1000, is the only one who can fix the Masamune, but he needs a special mineral called the Dream Stone, which can be found only in 65,000,000 B.C.

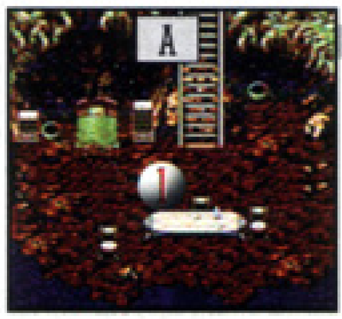


TATA'S FATHER: Scoundrel!
I knew this was all a sham!

Frog: You hath done well to find
this locale.
Th, the Hero Badge!

Cursed Woods





Things to Do

1 Get the Masamune's Hilt from Frog.

Enemies

A 2 Gnawers, 2 T'poles

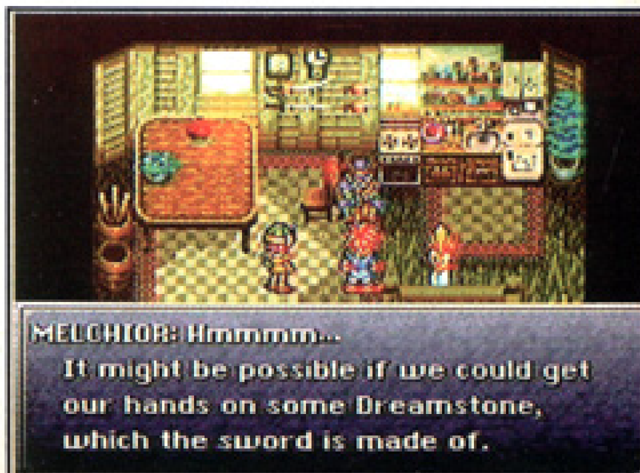
B 1 Gnawer, 2 T'poles

C 2 Gnawers, 2 T'poles

D 1 Gnawer, 2 T'poles

MELCHIOR'S MESSAGE

When you travel to the year A.D. 1000 and talk to Melchior, he'll tell you that he can't fix the Masamune without some Dream Stone. You must travel back in time–way back–to find some.



MELCHIOR: Hmmmm...
It might be possible if we could get
our hands on some Dreamstone,
which the sword is made of.

65,000,000 B.C.

Prehistoric

Now go back in time to find the Dream Stone in the age of Reptites. You'll also meet a new friend, Ayla the warrior.

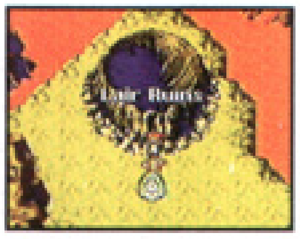
1 SUN KEEP

Even in prehistoric times, the ever-glowing beam of light shines inside the Keep.

2 TYRANO LAIR AND RUINS

Nizbel, Azala and the Black Tyrano await Crono, who can reach the Lair only by winged Dactyls.

Tyrano Lair



3 DACTYL NEST

You'll find the Dactyls and their nest in the mountains.

Dactyl Nest

4 HUNTING RANGE

Gather precious items and trade them in Ioka Village.

Hunting Range

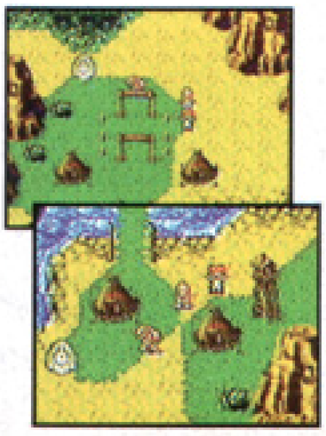
5 LARUBA RUINS

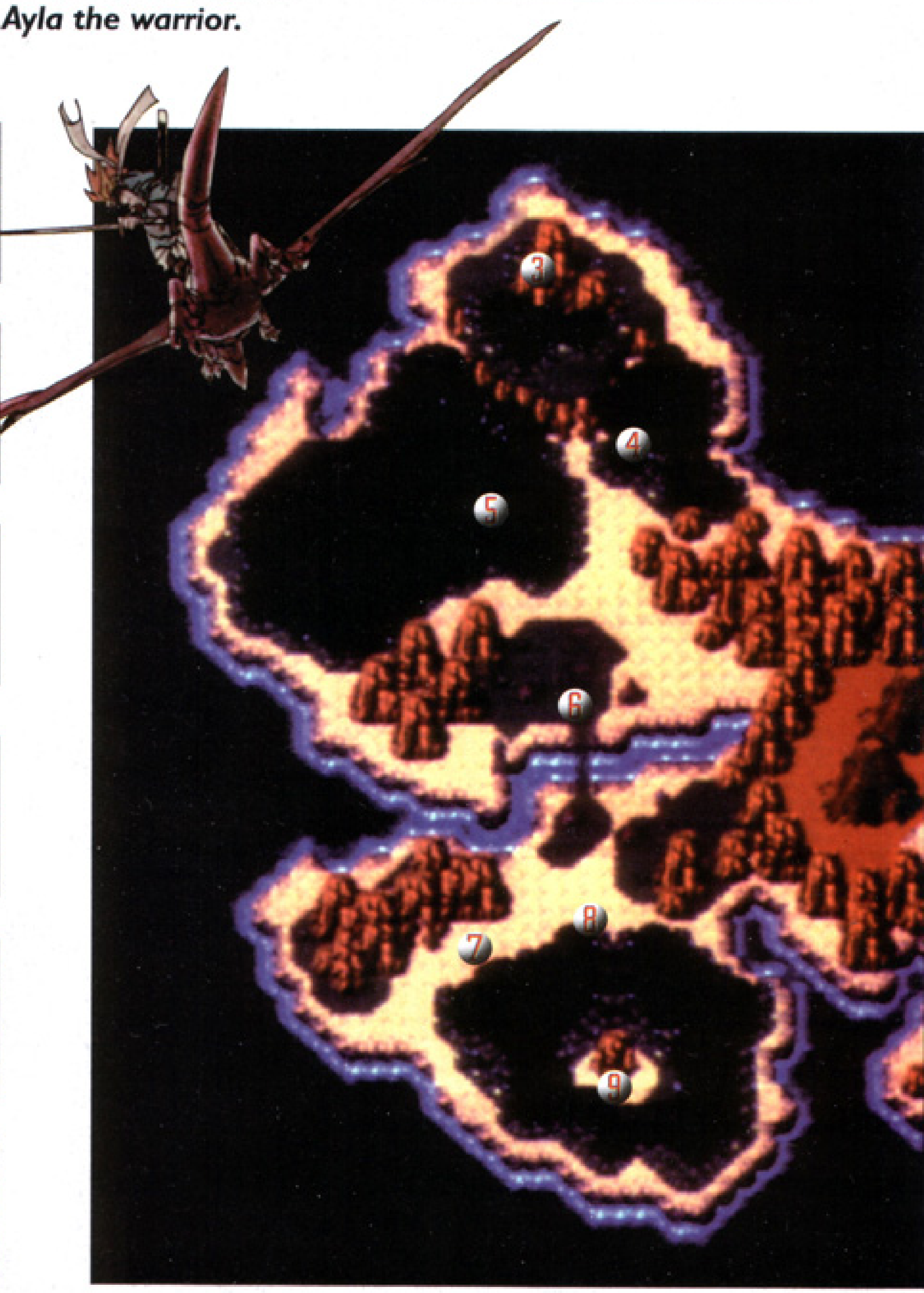
While trying to avoid the Reptites, humans hide here.

Laruba Ruins

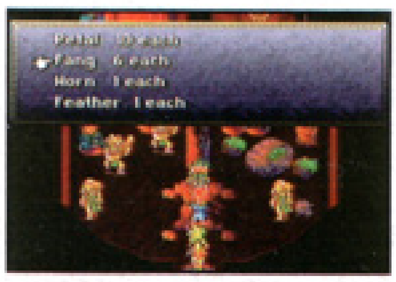
6 IOKA VILLAGE

Crono and his friends will feast, make friends and trade goods in this stone age town.





Barter for Items


Petal [illegible]
Fang 6 each
Horn 1 each
Feather 1 each

The locals don't use money. Instead, b prepared to make trades using items such as Horns and Petals. Check out t list of what goods you can trade to ge specific items.

Happenings

Step 12

Meet Ayala and engage in a soup-drinking contest to win the Dream Stone.

Step 13

Follow the footprints through the Forest Maze. Defeat Nizbel to get the Gate Key.

Step 16

Meet Ayala at the Dactyl Nest, then fly to the Tyrano Lair in the south.

Step 17

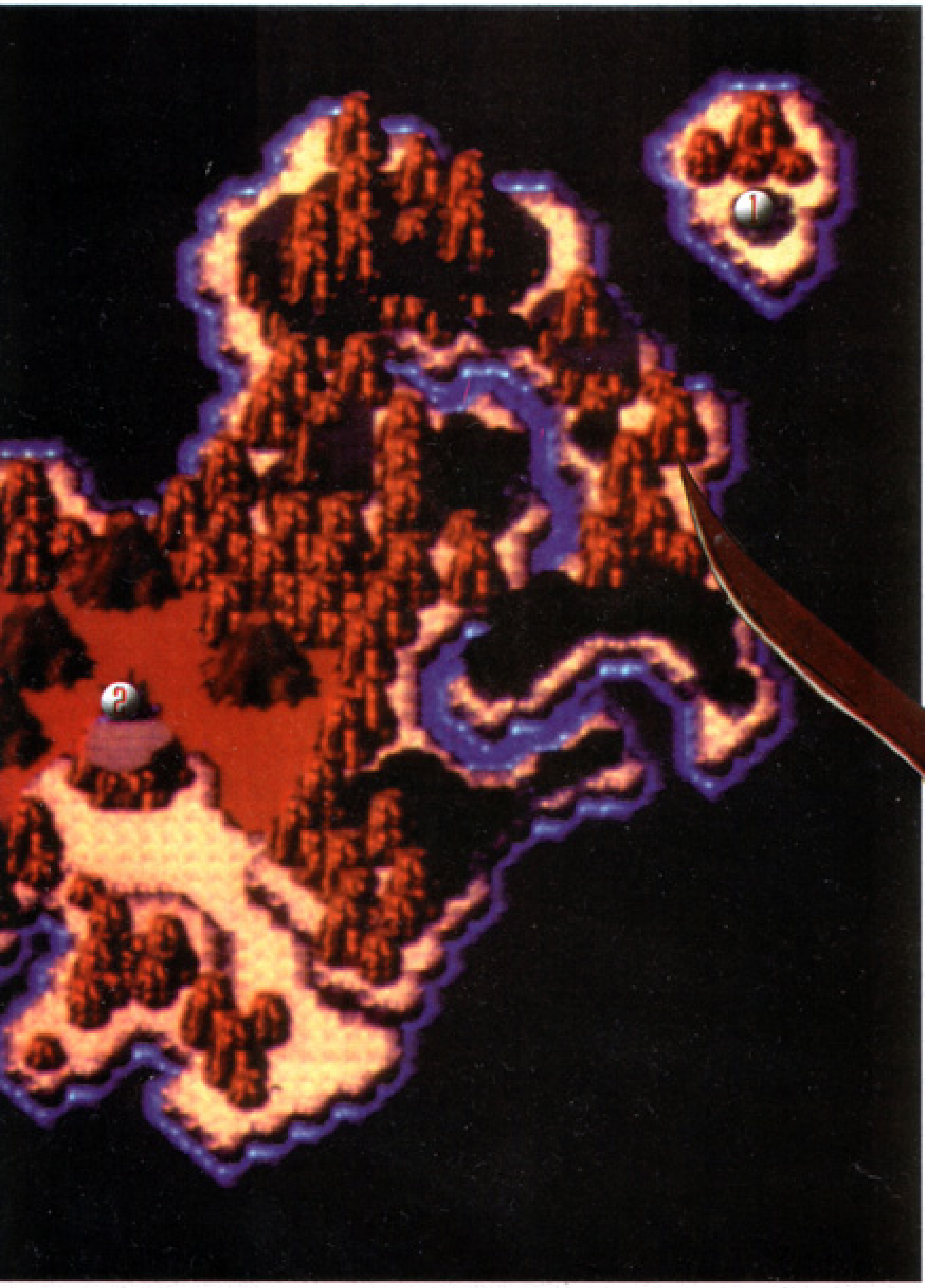
When you defeat Azala, Lavos will create a new Time Gate leading to 12,000 B.C.

Step 19

Fly by Dactyl to the Mystic Mountains and use the Time Gate to return to the End of Time.

Event 6

Place the Moon Stone in the ray of light beaming inside the Sun Keep.

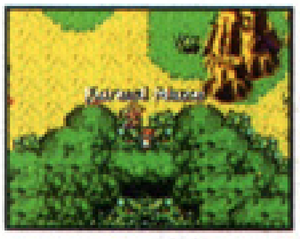


7 MYSTIC MOUNTAIN

Here lies the Time Gate that leads back to The End of Time.

8 FOREST MAZE

You'll follow footprints to find your way through the Maze.



9 REPTITE LAIR

At the heart of the Maze lies the Reptite Lair. Inside you will find Azala, who has stolen the Gate Key.

Reptite Lair

Steps 12 & 13

Materials		Item
3 Petals, 3 Fangs	→	Ruby Gun
3 Petals, 3 Horns	→	Sage Bow
3 Petals, 3 Feathers	→	Stone Arm
3 Fangs, 3 Horns	→	Flint Edge
3 Fangs, 3 Feathers	→	Ruby Vest
3 Horns, 3 Feathers	→	Rock Helmet

Steps 16 & 17

Materials		Item
3 Petals, 3 Fangs	→	Dream Gun
3 Petals, 3 Horns	→	Dream Bow
3 Petals, 3 Feathers	→	Magma Hand
3 Fangs, 3 Horns	→	Aeon Blade
3 Fangs, 3 Feathers	→	Ruby Vest
3 Horns, 3 Feathers	→	Rock Helmet

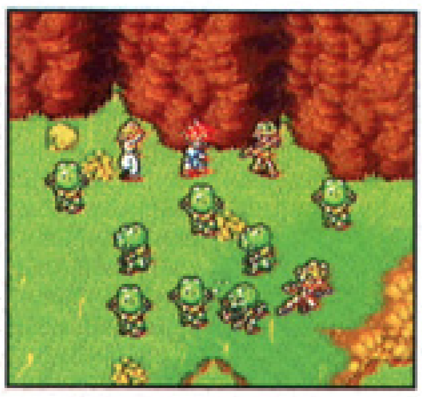
Step 23

Materials		Item
10 Petals 10 Fangs 10 Horns 10 Feathers	→	Ruby Armor

Step 12

The Dream Stone

Once Melchior tells Crono and his friends about the Masamune sword, they return to the Time Gate and travel back to 65,000,000 B.C. in search of the rare, red rock, the Dream Stone.

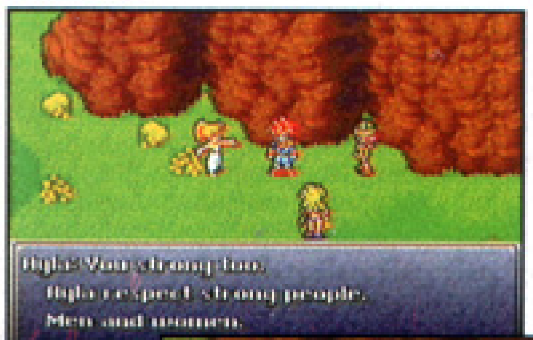


MEET AYLA

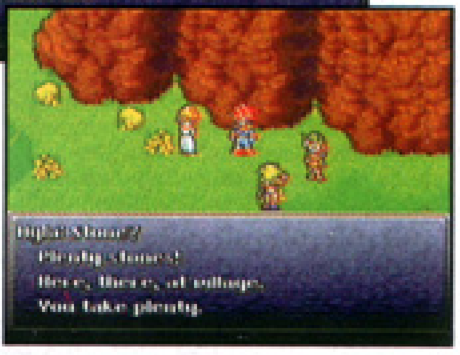
You'll be attacked by waves of Reptites when you first leave the mountain. Just when you think you're a goner, an amazing woman warrior, Ayla, will appear and save your skins.

FOLLOW THAT AMAZON

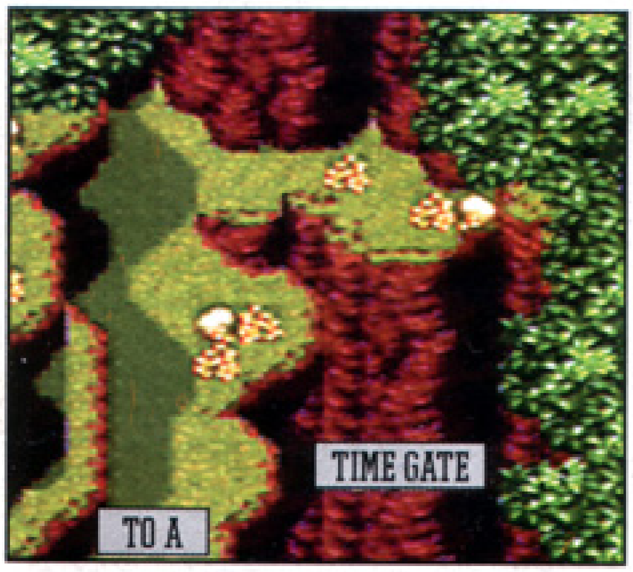
Your new friend seems to know a thing or two about stones. Crono and his team follow Ayla to Ioka Village, where a welcoming party is about to begin. Prepare to party, prehistoric style.



Ayla: You strong too.
Ayla respect strong people.
Men and women.

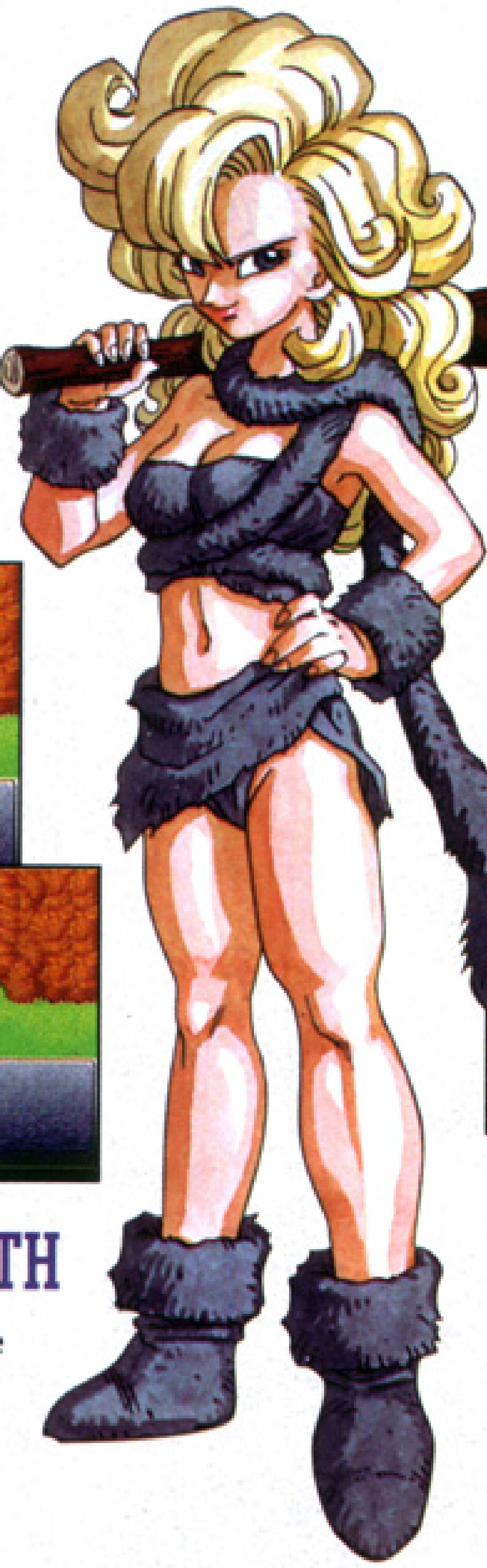


Ayla: Stone?
Plenty stones!
Here, there, at village.
You take plenty.



LEAP OF FAITH

The portal from the End of Time drops you off on a ledge high in the Mystic Mountains.



Destinations

Mystic Mountains

Battle the first group of dinosaurs on your own. When more appear, Ayla steps in to help.

Ioka

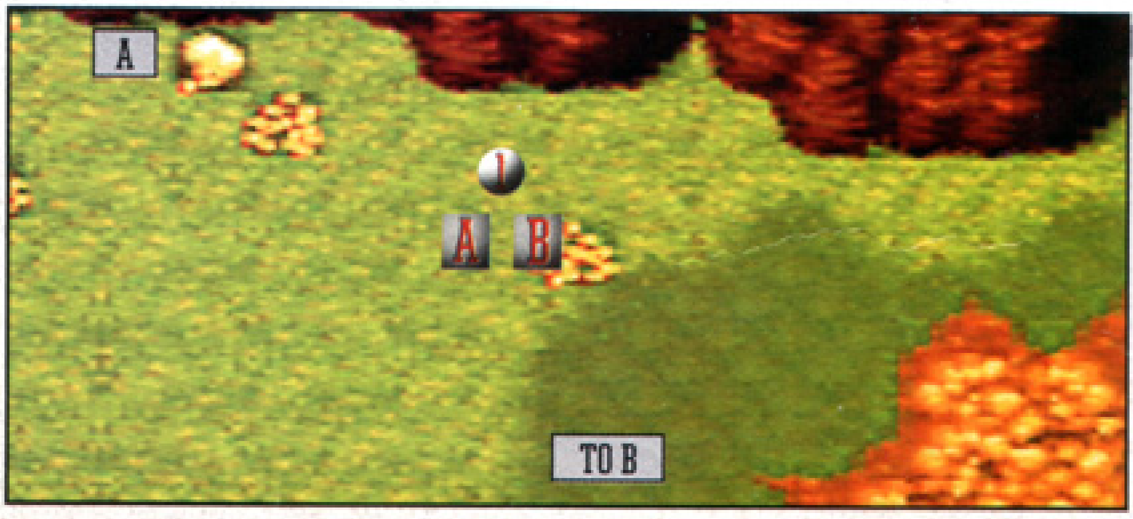
Visit Ayla in her hut and enjoy the hospitality of the tribe on your first night.

Meeting Site

Talk to the villagers then head for the soup. Keep pressing the A Button (or use Turbo) to slurp soup and win the Dream Stone.

Enemies

A	5 Reptites
B	4 Reptites
C	4 Runners
D	2 Kilwalas
E	2 Runners
F	4 Kilwalas

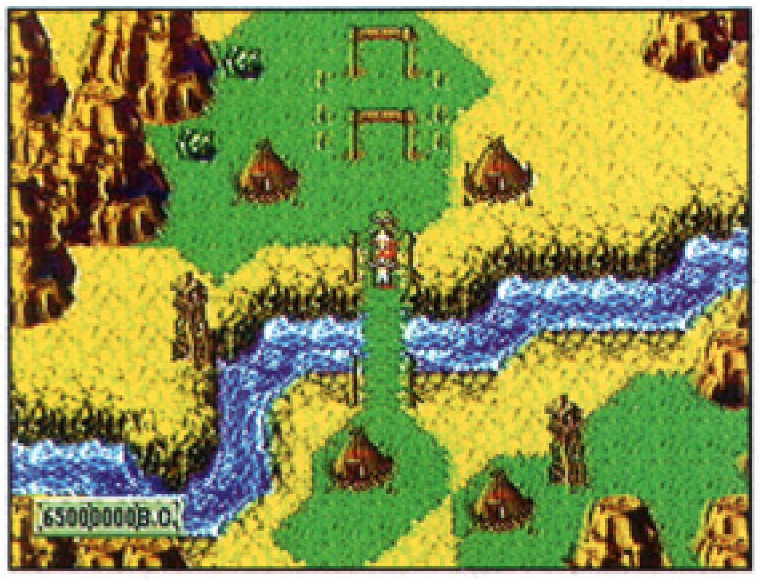


Things To Do

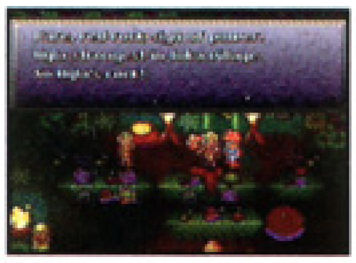
1. Team up with Ayla to battle the Reptites, then inquire out about rare, red rocks.

Treasures

Berserker



INFO IN IOKA



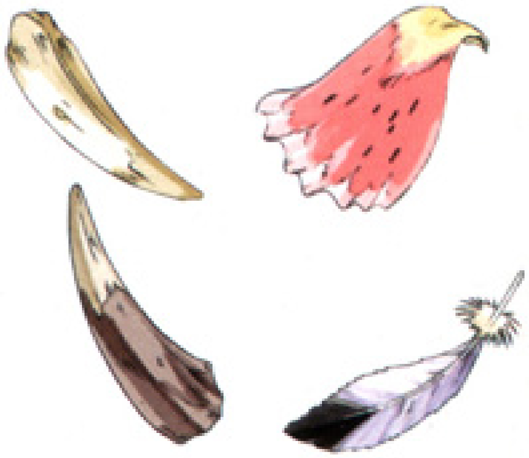
Talk with the folks here in order to uncover information about the Dream Stone and the rest of their primordial world. You'll discover that Ayla has the Dream Stone you're searching for, but you must win it from her.

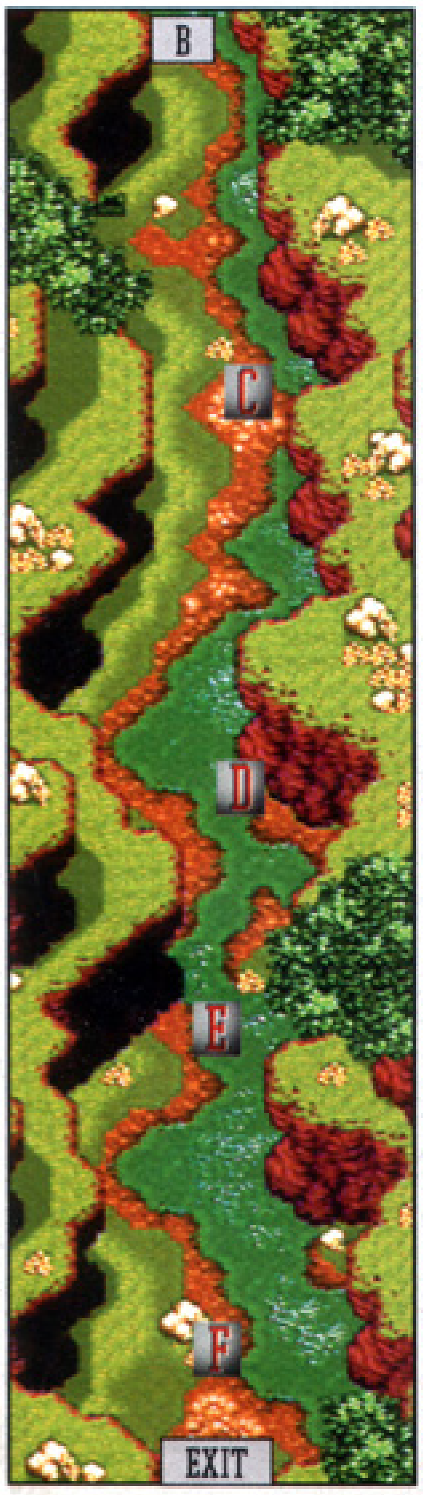
Market

Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10

HUNTING AND TRADING

The morning after the big party, Crono and his team can barter items they have for items they need. Use the Petals, Fangs, Horns and Feathers you got in the Hunting Range to trade for some useful, stoneage weapons armor.





PARTY ON

It's the first rock and roll party in prehistory! At the welcome party for Crono and his team, you'll discover that Ayla loves to dance and eat soup. Be sure to mingle.

EAT YER SOUP

You can't have the Dream Stone if you don't eat yer soup. Push the A Button as fast as you can to win.

ROBBED!

The Time Gate key needed to return to the End of Time is missing the morning after the party. Follow the telltale footsteps to track down the thief and get the key back, whatever it takes!

Lucca: The Gate Key's been taken!

Step 13

Footsteps! Follow

The Time Gate Key is missing and the only clue about what happened to it is the trail of footsteps that leads away from the village. Follow the footsteps to see where they lead.

FOLLOW THE FOOTSTEPS

The footsteps lead south to the Forest Maze, but you might want to go hunting before following the trail. Go north to find the Hunting Range, then begin exploring. If you're in the right place when it begins to rain, you'll find an elusive Nu.

HUNT FOR ITEMS

You can win the items you need for bartering by defeating the relatively weak animals you find in the Hunting Range. Return time after time to build up your supply of Horns, Petals, Fangs and Feathers.

Things To Do

- ① Expect to encounter Nu in the Hunting Range when it starts raining. Each time you beat him, he will give you an item that can be used for bartering later. You can get the Third Eye from Nu only the first time he appears. The Third Eye doubles your Evade skill.

Enemies

A	1 Rain Frog, 1 Amphibite, 1 Croaker
B	1 Rain Frog, 1 Amphibite, 1 Croaker
C	1 Rain Frog, 1 Amphibite, 1 Croaker
D	1 Ion, 1 Anion
E	1 Ion, 1 Anion
F	1 Rain Frog, 1 Amphibite, 1 Croaker

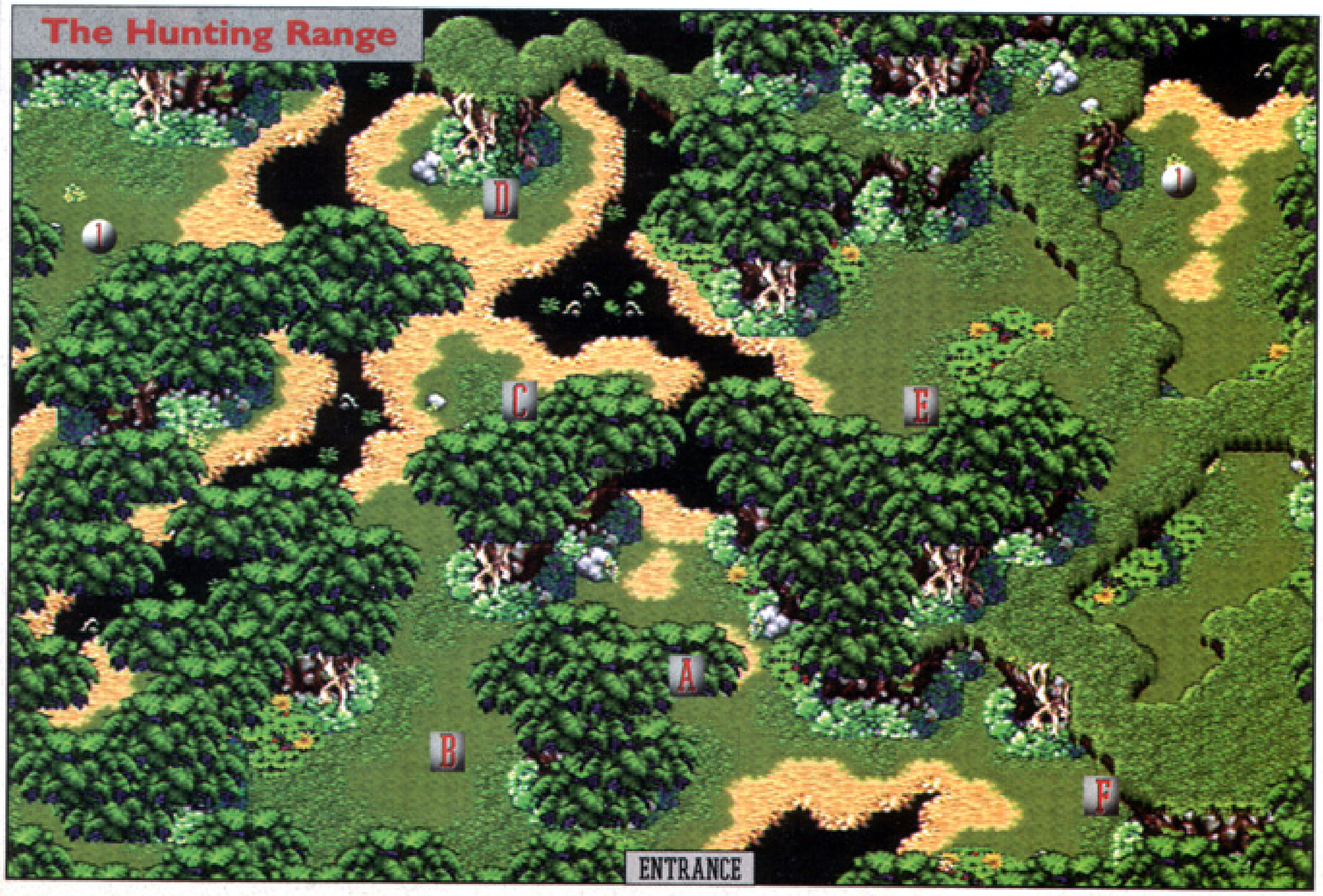
Destination

Meeting Site
Party hearty and win the Dream Stone from Ayla.

Forest Maze
Ayla's fighting skills in the Forest Maze keeps you on the track of the thief.

Reptite Lair
You must defeat Azala's guardian, Nizbel, to regain the key to the Time Gate.

Mystic Mountains
The winding canyon takes you into the Mystic Mountains, where the Time Gate floats in mid air.



ET TU, KINO?

It appears that Kino has stolen the Gate Key—or was it really a Reptite? Actually, Kino had the precious artifact stolen from him. The Lair is filled with angry Reptites, Megasaurs and other foes. Ultimately, you'll have to fight Nizbel to move on.

BRAVE THE MAZE

It's easy to get lost in the Forest Maze (hence its name). To find what you're looking for, follow the footsteps in the wet ground. Along the way, search for the treasure chests.

Things To Do

1 *Talk to Kino to find out why he took the Gate Key from Crono and company.*

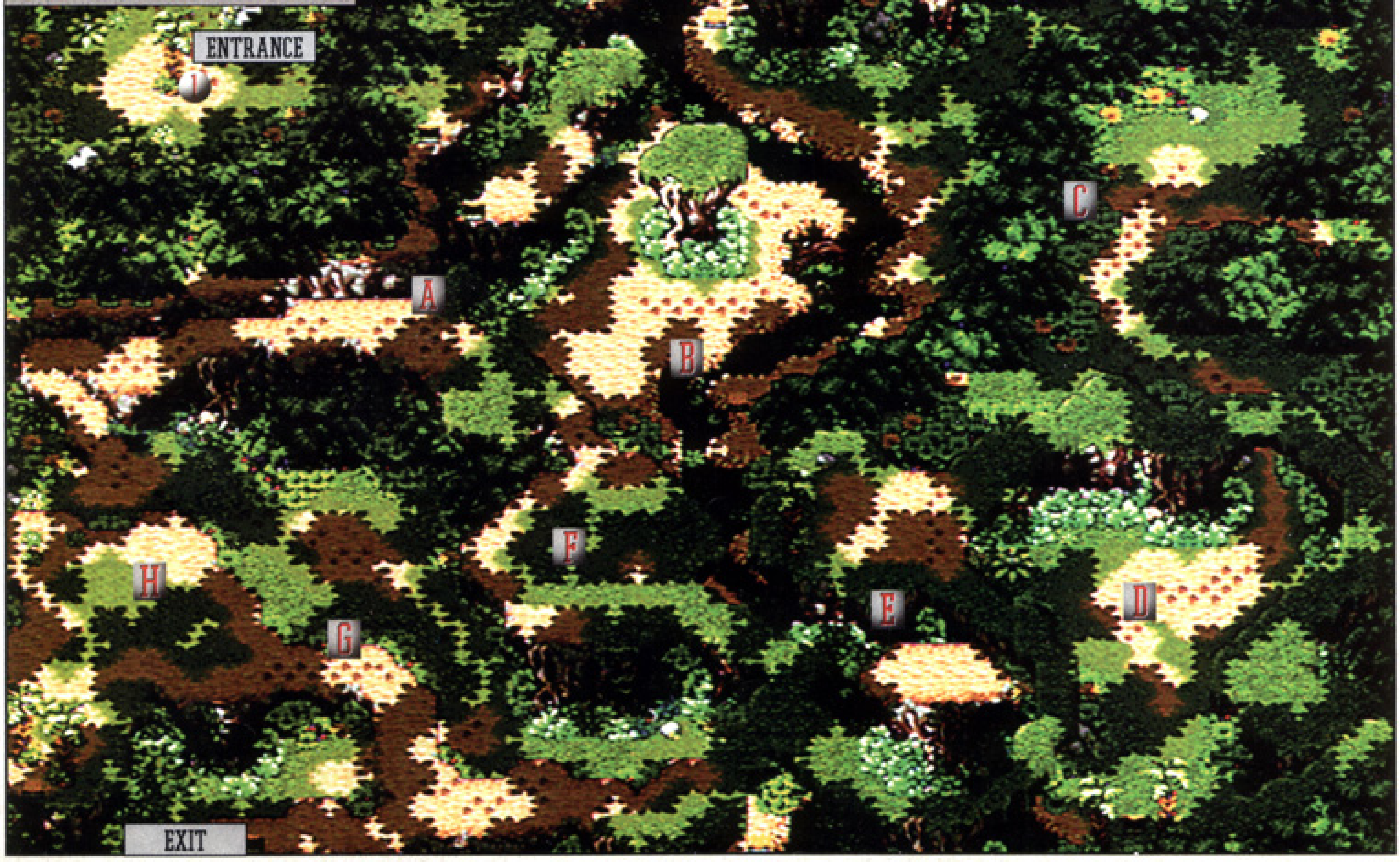
Treasures

3 Mid Tonics
Heal
2 Mid Ethers
2 Revives
Shelter

Enemies

A	2 Gold Eaglets
B	3 Kilwalas
C	1 Winged Ape
D	2 Kilwalas, 1 Winged Ape
E	2 Runners
F	3 Gold Eaglets
G	2 Runners
H	1 Kilwala, 1 Winged Ape

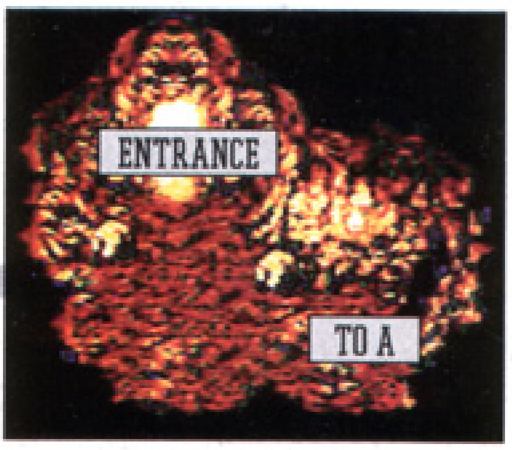
The Forest Maze



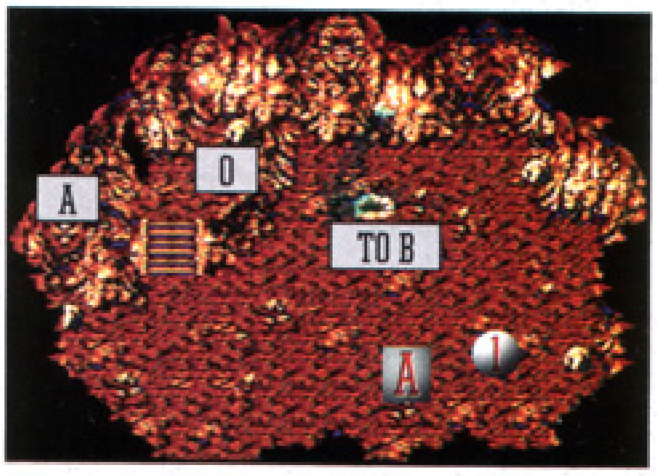
INTO THE REPTITE LAIR

Assuming Crono and his team manage to find their way through the Forest Maze, they'll find the Reptite Lair. It will be necessary to leap into a hole and explore underground to find the Time Gate Key.

Rept.
Att. Tech Item
Att. Comb Item
Winged Ape
Winged Ape
Shitake
Crono 210:30
Ayla 247:38
Marle 154:35



ENTRANCE
TO A

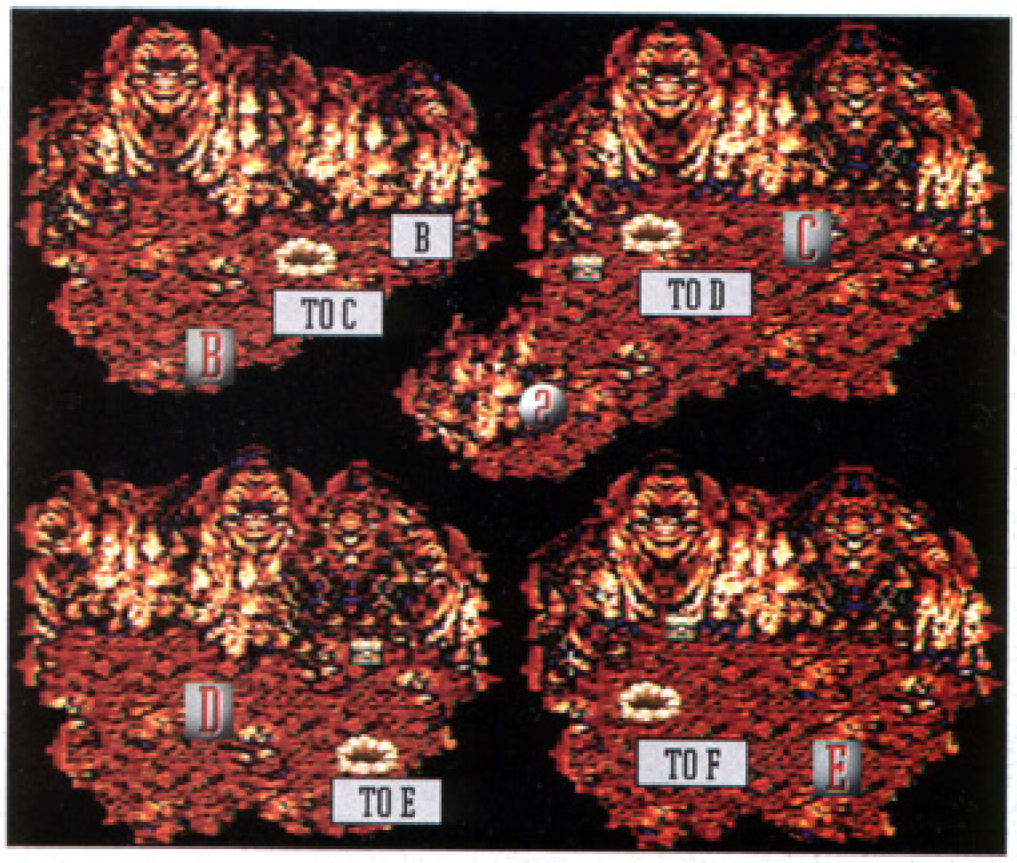


Things To Do

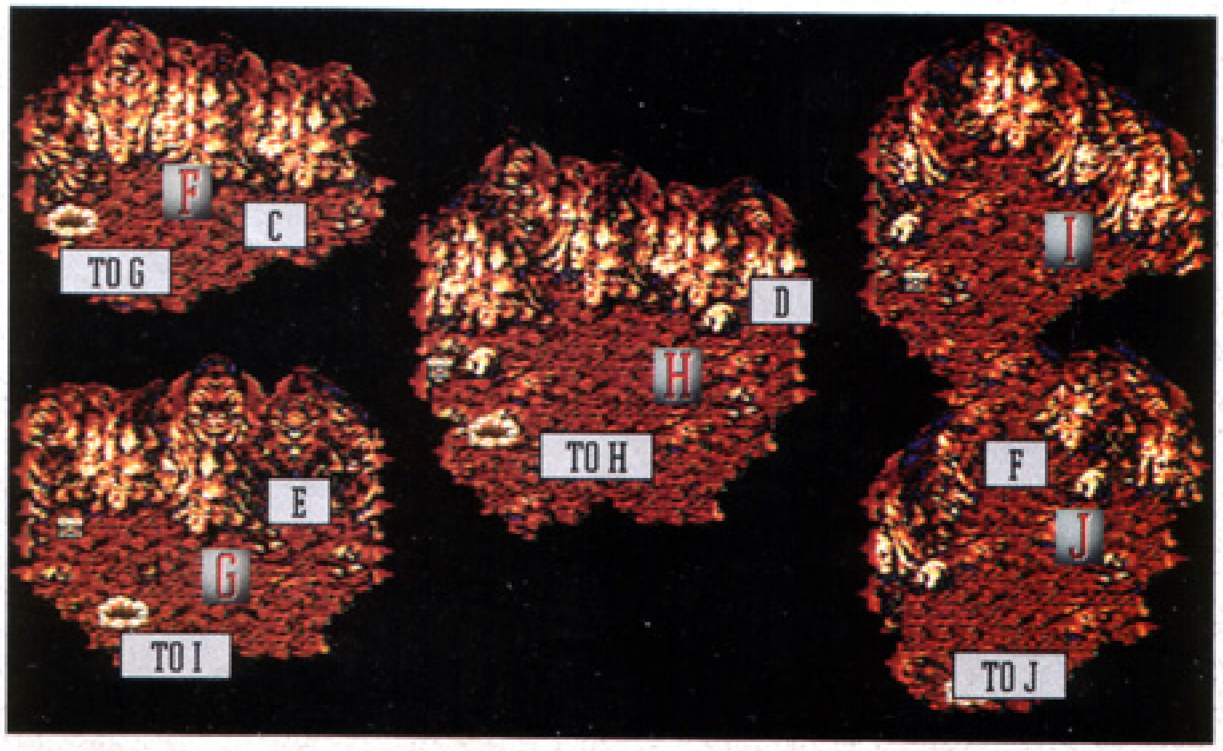
1. Try to avoid the Evil Weevils. Let them dig holes in the ground. Search all of the holes and open the treasure chests you find. Some holes will lead nowhere.
2. Let the Evil Weevils dig additional holes so that you can reach four hidden rooms in the levels below.
3. Nizbel waits at the end of the Lair. If you beat him, you'll get the key to the Time Gate and you can return to your home.

Treasures

2 Full Tonics
Mid Ether
2 Rock Helmets
Full Ether
Ruby Vest

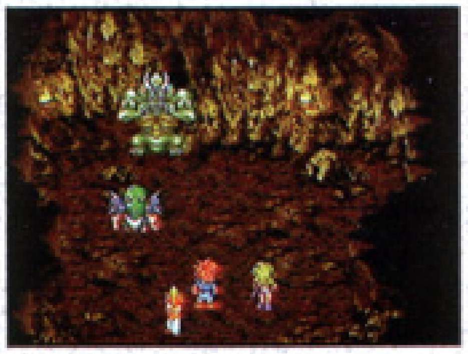


B
TO C
B
C
TO D
C
2
D
TO E
TO F
E

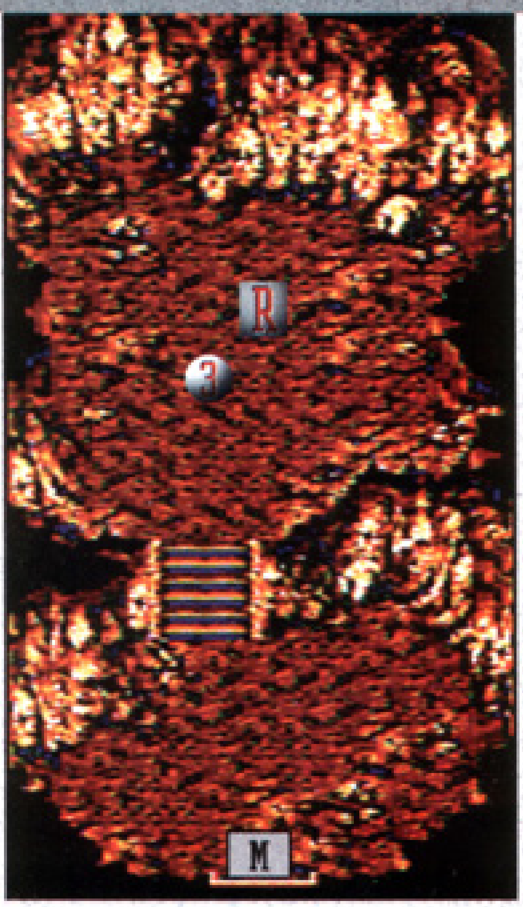


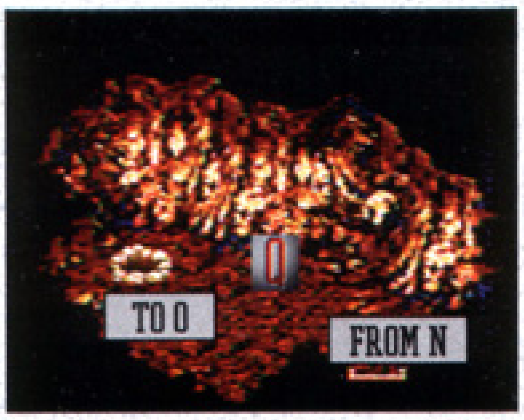
F
C
TO G
D
H
TO H
I
E
G
TO I
F
J
TO J

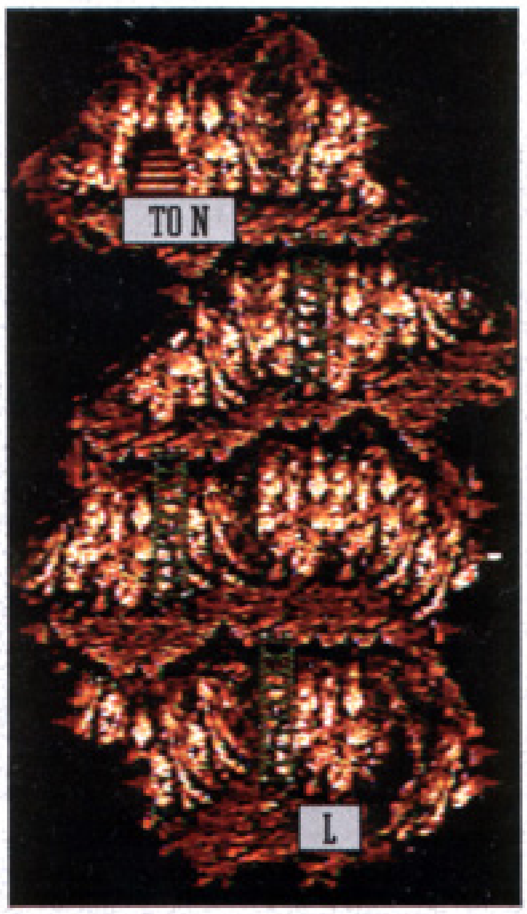
NIZBEL AND AZALA

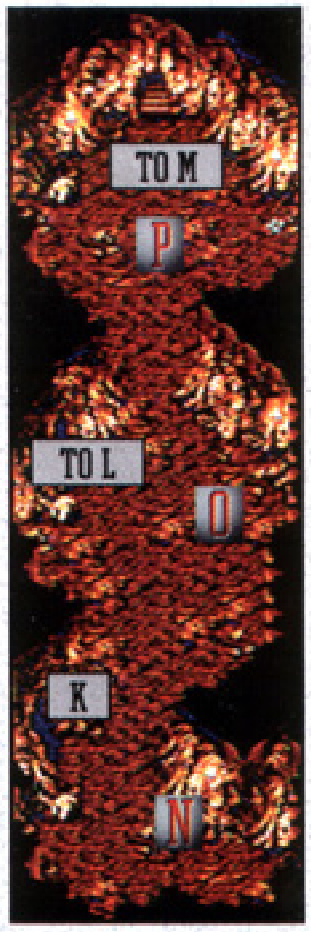


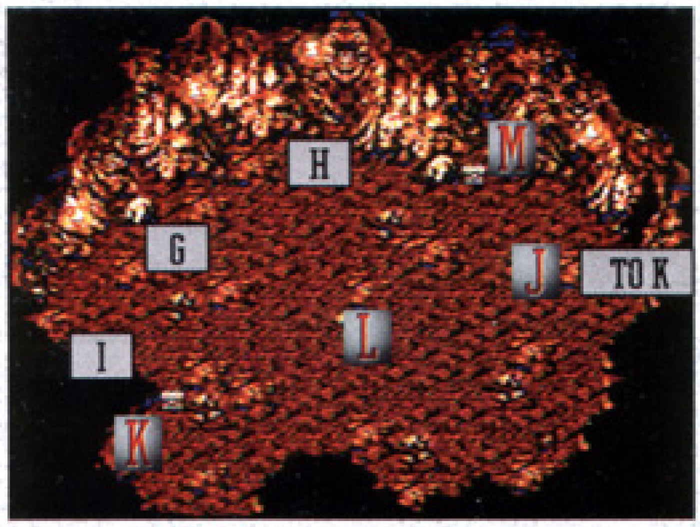
Use Ayla's Rollo Kick and Crono's Cyclone. Also, the Lightning spell can break down N's defense. Follow up with the strong Ice Sword. The Nizster has 4,500 HP. Azala will run after the battle with Nizbel.









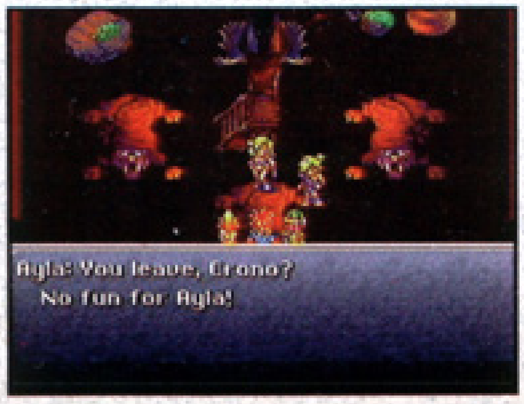


Enemies

A	4 Evilweevils
B	2 Evilweevils
C	2 Evilweevils, 2 Flytraps
D	1 Evilweevil, 1 Flytrap
E	1 Evilweevil, 1 Flytrap
F	1 Megasaur
G	1 Evilweevil, 1 Flytrap
H	2 Evilweevils, 1 Flytrap
I	1 Megasaur
J	2 Evilweevils, 1 Flytrap
K	1 Reptite, 1 Megasaur
L	6 Reptites
M	1 Reptite, 1 Megasaur
N	1 Winged Ape, 1 Shitake
O	1 Winged Ape, 2 Shitakes
P	2 Reptites, 2 Megasaurs
Q	1 Winged Ape
R	Nizbel

BYE, BYE AYLA

Ayla has become a good friend, but she isn't ready to leave the Stone Age—not yet, at least. Bid her farewell for now and head to the Time Gate in the Mystic Mountains.



Ayla: You leave, Crono?
No fun for Ayla!

BACK TO THE END

At the End of Time, visit Spekkio and learn some new magic, then return to Medina (A.D. 1000) where Melchior fixes the Masamune using the Dream Stone. Now, Frog will rejoin Crono's team.

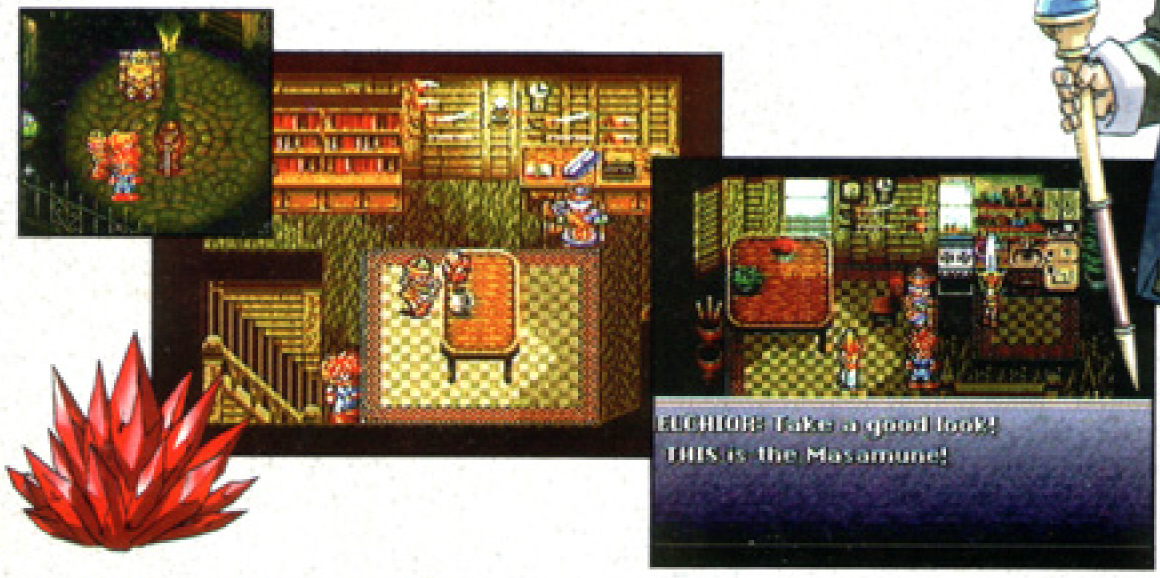
Step 14

The Masamune!

Armed with the Masamune, return to the Cursed Woods and recruit Frog. It's time to begin your quest to track down Magus. Begin by entering the Magic Cave, which is a tunnel to Magus's Castle.

THE SWORD AND THE STONE

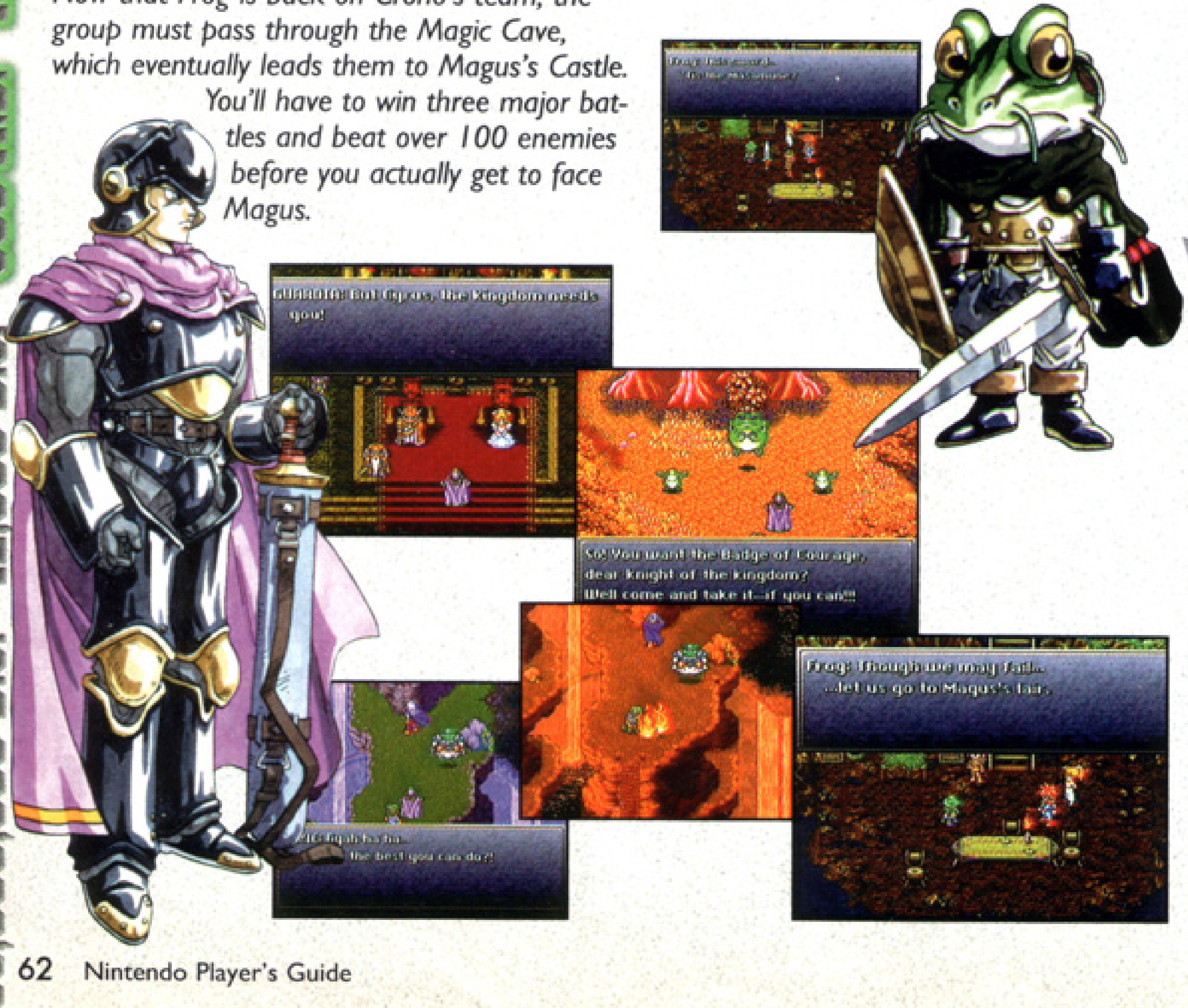
Once the Masamune has been reforged using the Dream Stone, take it to Frog. Being presented with the legendary old sword reminds Frog that he wants revenge against Ozzie and Magus above all else.



ELCHIOR: Take a good look!
THIS is the Masamune!

AN HEROIC FROG

Now that Frog is back on Crono's team, the group must pass through the Magic Cave, which eventually leads them to Magus's Castle. You'll have to win three major battles and beat over 100 enemies before you actually get to face Magus.



Frog: This sword...
'Tis the Masamune!

GUARDIA: But Cyrus, the Kingdom needs you!

So! You want the Badge of Courage, dear knight of the kingdom?
Well come and take it—if you can!!!

Frog: Though we may fail...
...let us go to Magus's lair.

ZIE: Hah ha ha...
the best you can do?!

Destinations

The End of Time
Talk to the old man at The End of Time and show him the Dream Stone.

Medina
Return to Medina. Head for Melchior's Hut.

Melchior's Hut
Melchior repairs the broken Masamune using the Dream Stone you found in 65,000,000 B.C.

The End of Time
Now head back to the Cursed Woods in A.D. 600 to recruit Frog.

Cursed Woods
After Frog rejoins your team, visit Spekkio at The End of Time to get magical abilities for Frog.

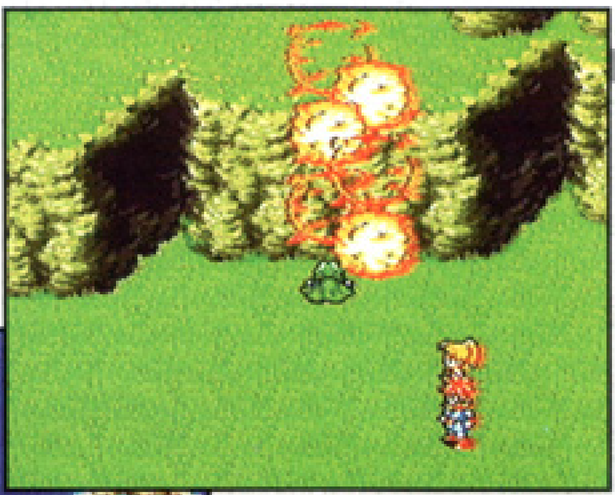
Magic Cave
This cave is really a tunnel that leads directly to Magus's Castle. Proceed with caution.

Magus's Castle
The castle looms dark and menacing against the moon. Slash, Flea and Ozzie lurk inside.

A SECRET PASSAGE

The Masamune has incredible powers. It can open the entrance of the Magic Cave if you go east from Fiona's Villa to the mountains near the sea. Frog reveals a tunnel that leads under the waves to Magus's Lair.

Frog: Forthwith I shall slay
Magus and restore honor!

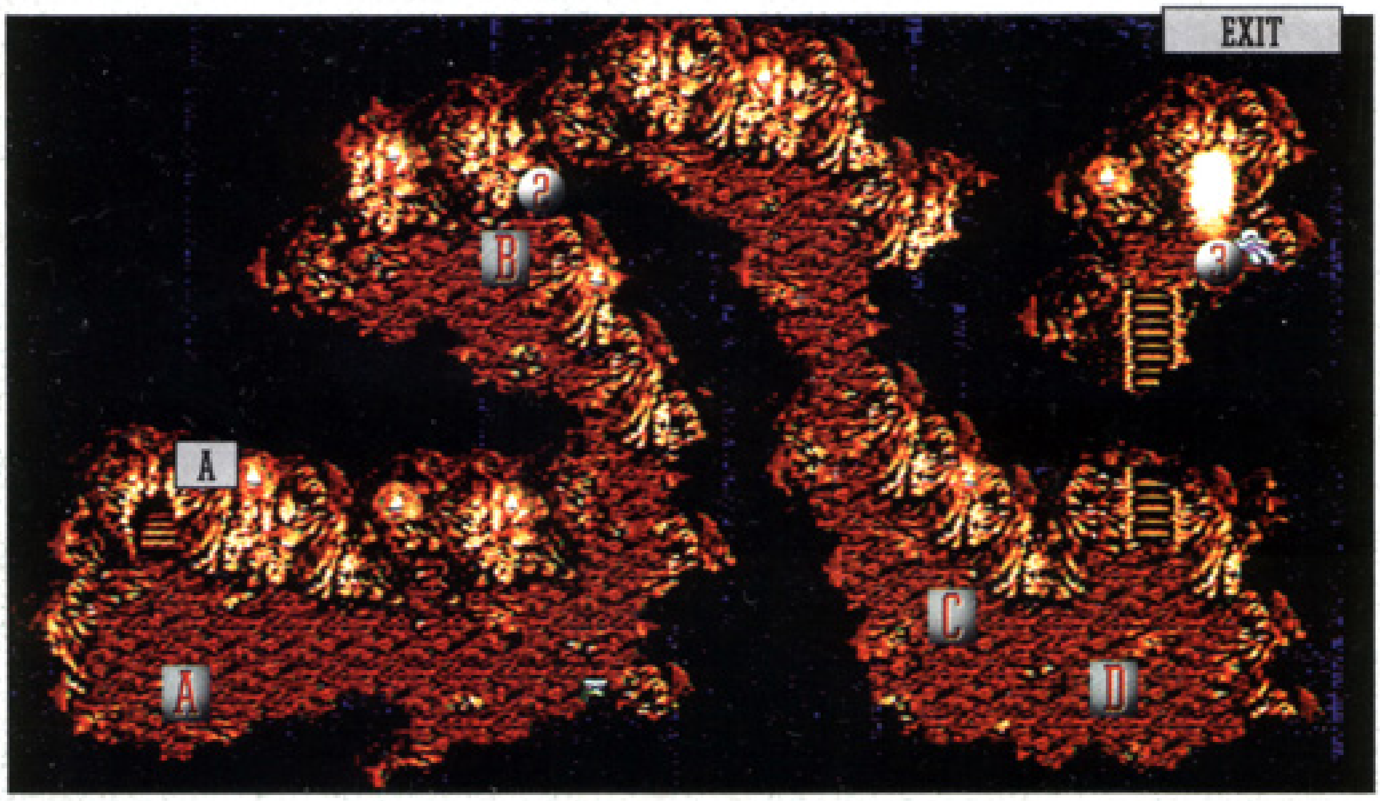


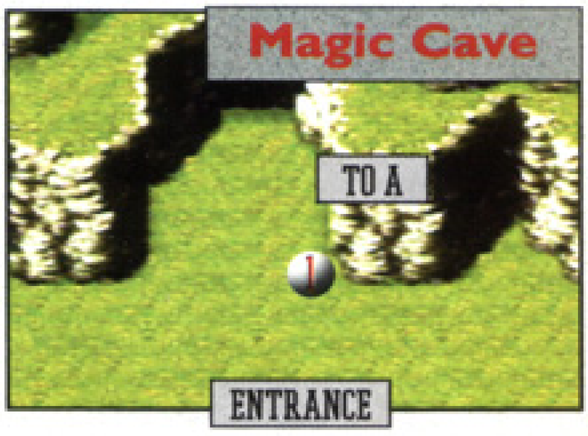
Things To Do

1. With the restored Masamune, Frog can open the sealed Magic Cave that leads to Magus's Castle.
2. Defeat the enemies here to make the Gremlin appear.
3. Read the message from the soldier. It will tell you about what lies ahead.

Treasures

Magic Ring



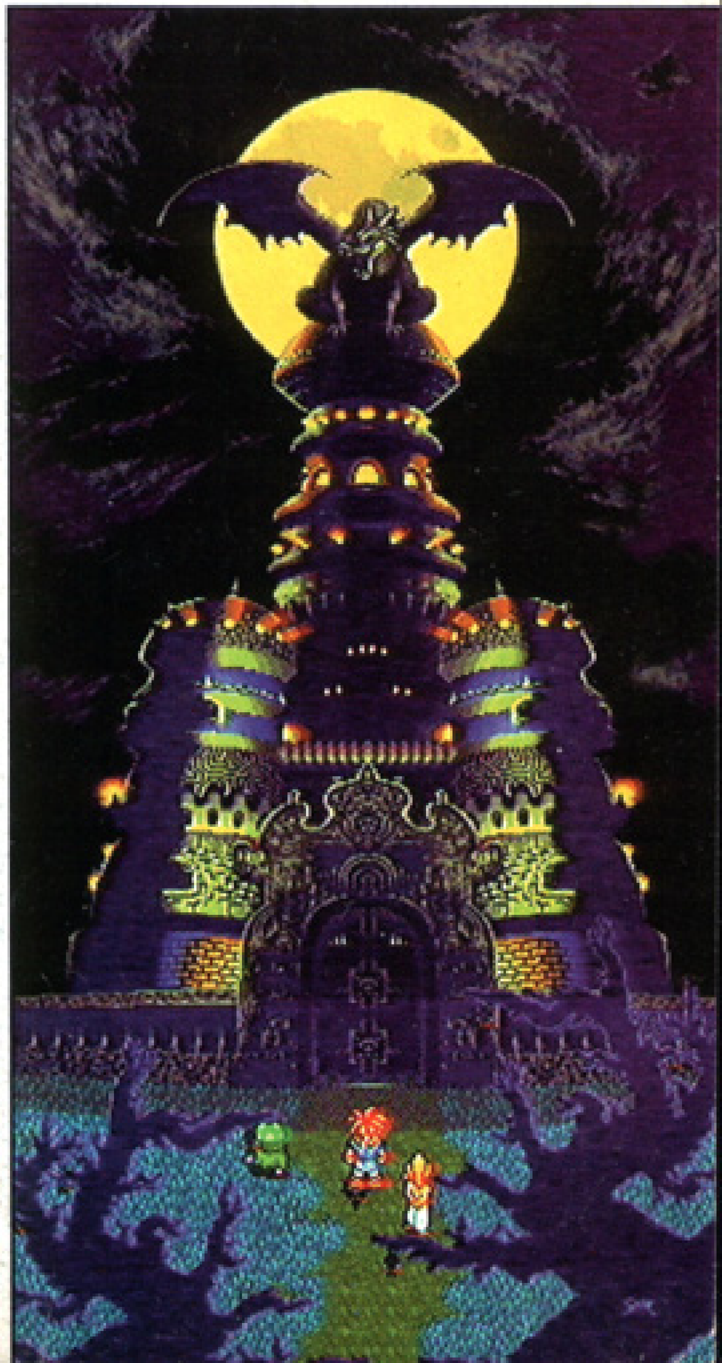


Enemies

A	1 Vamp, 2 Gremlins
B	2 Vamps, 1 Gremlins
C	5 Gremlins
D	2 Vamps, 2 Gremlins

GO TO THE WARLOCK'S LAIR

Before entering Magus's castle, visit the market in one of the mainland towns to stock up on items. Frog will master Water magic if you take him to visit Spekkio. The magic comes in very handy against Magus.



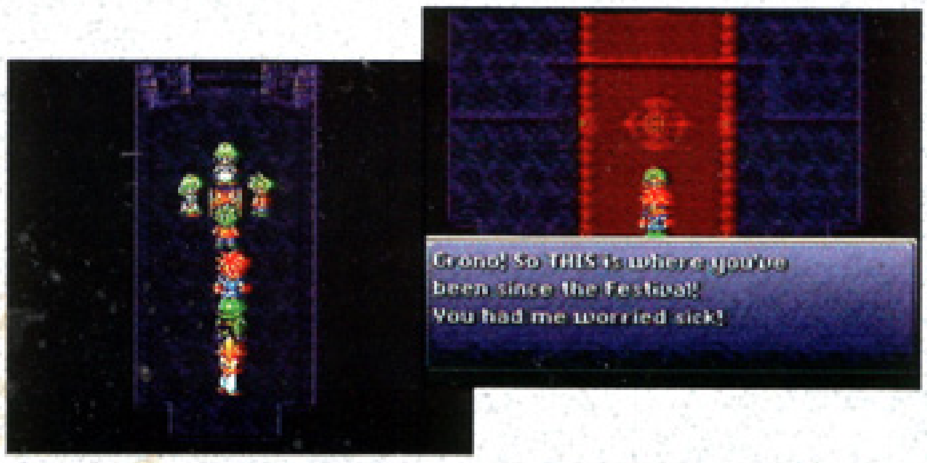
Step 15

Magus's Castle

Magus is the evil force that has tormented people for years. When you approach his castle, you'll see that it's a formidable structure, suitable for the magician who lives there.

HOME ALONE?

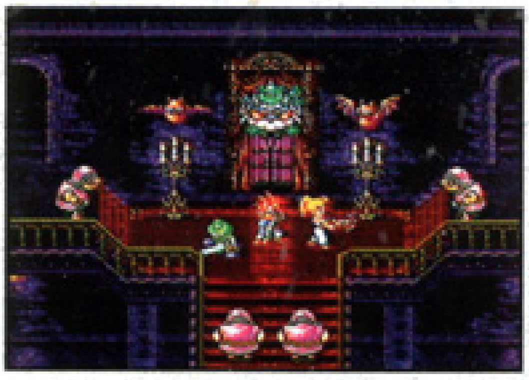
Could this be a trap for Crono and his team? When you begin to explore the castle, there's nobody to be found—or is there?



Crono! So THIS is where you've been since the Festival! You had me worried sick!

OZZIE'S TRICKS

Ozzie's back, and he's brought an army of 100 henchmen with him. Get ready for a mega-battle royale. Follow Ozzie through room after room of the castle, but beware of hidden traps and other surprises. After all of that, you'll still have Magus to face at the end.



Destinations

Two Doors

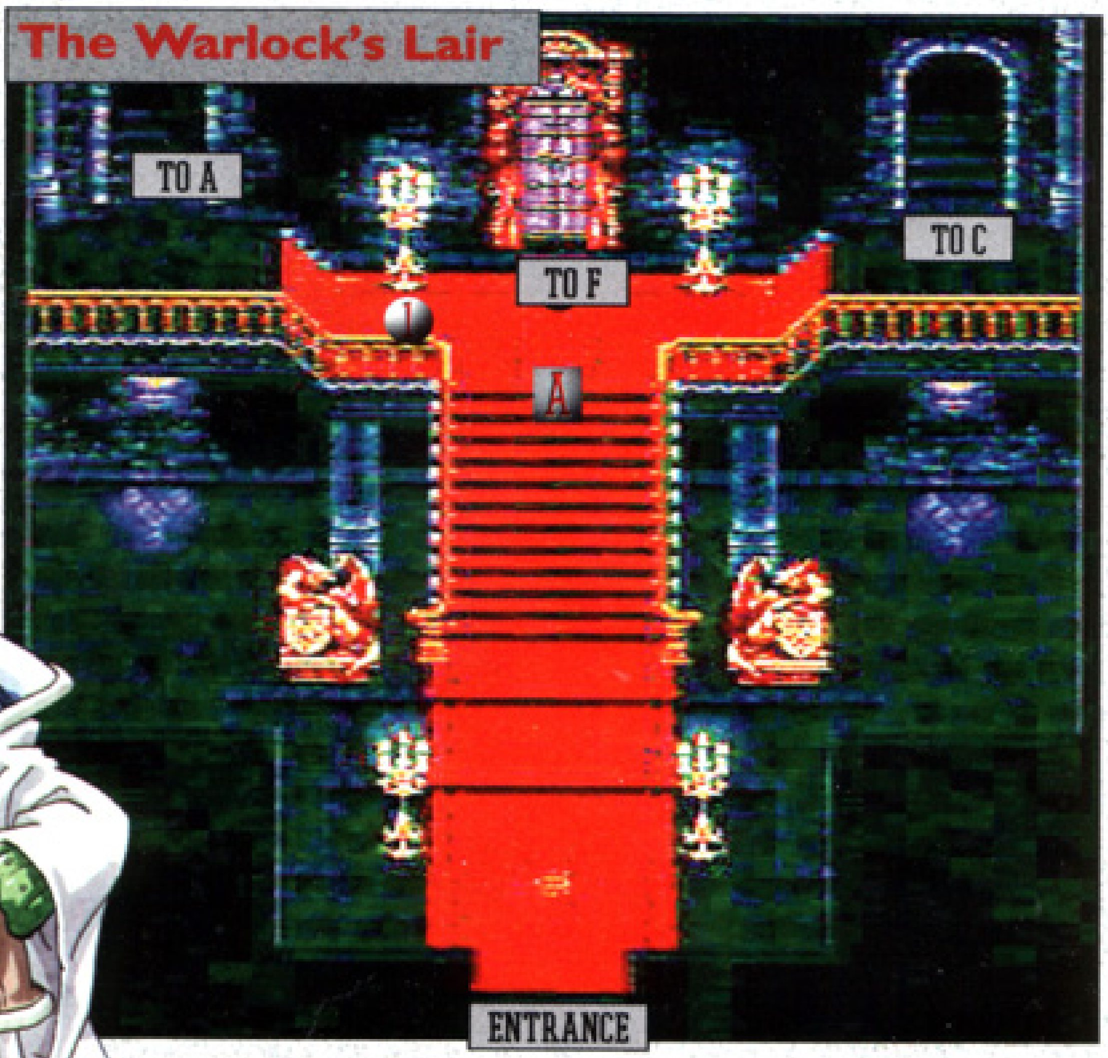
Two doors lead from of the main hall of the castle. One leads to Slash and one leads to Flea.

Three Battles

There are three bosses to defeat before facing Magus—Slash, Flea and then Ozzie himself.

Magus

After sending Ozzie to his maker, you'll have to hunt down Magus. If you win, you'll warp back to the Stone Age.



Things To Do

1. Talk to every body and then look for a shining warp point at the top of the stairs.
2. Dead fighters are hard to defeat. Use magic on them.
3. When you get here, the enemy you see is not really Flea. The real Flea appears when you defeat the fake one.

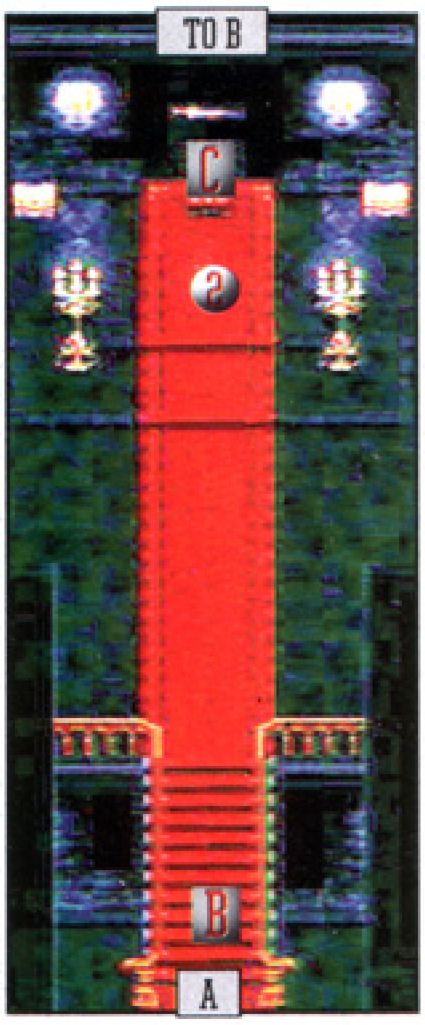
Treasures

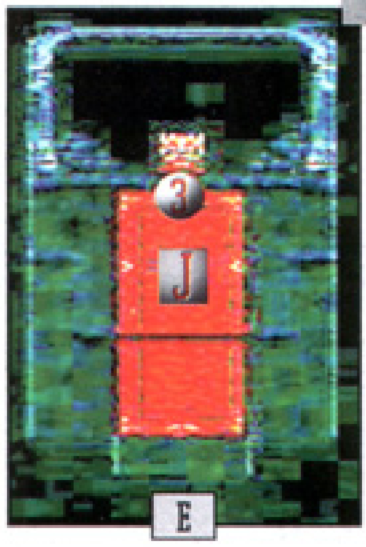
Mid Ether
Barrier
Shelter
Magic Tab

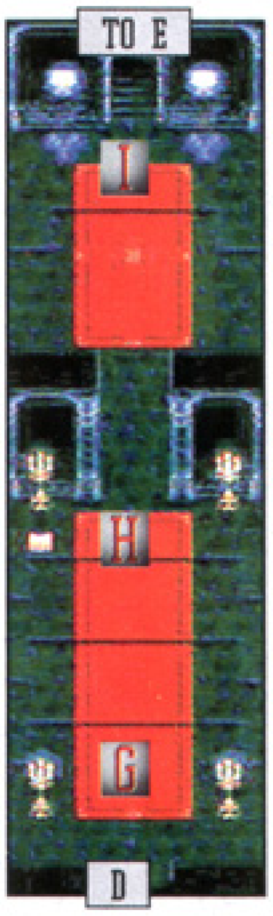
SLASH

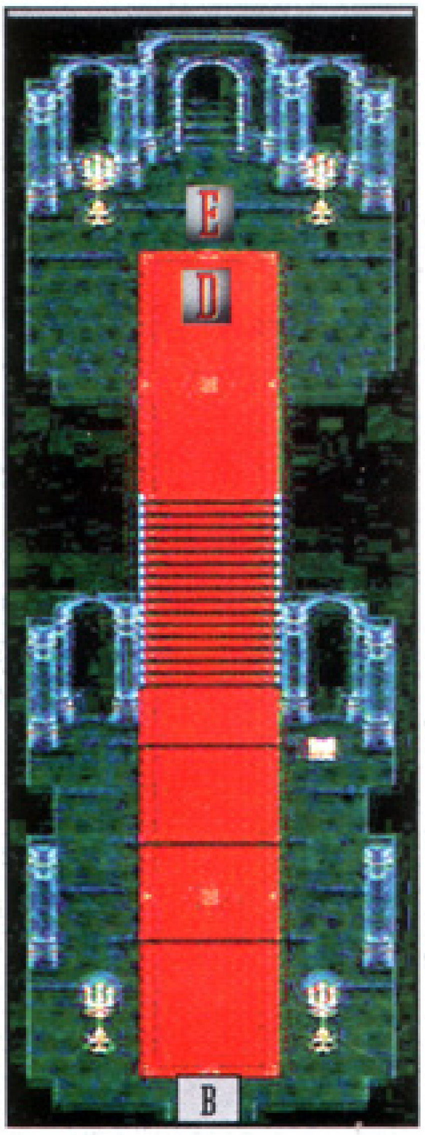
Crono and Frog team up to perform the X–Strike which causes up to 500 HP worth of damage with each attack. Beating Slash earns you the Slasher sword.

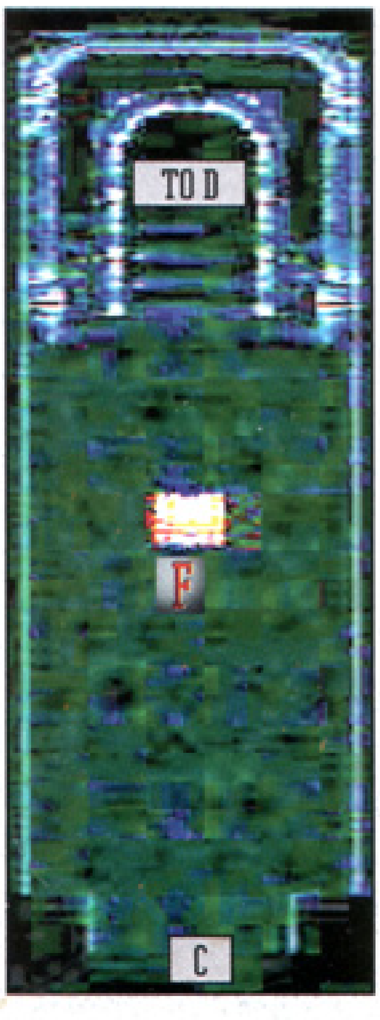
Slash
HP MP
Crono 257 14
Frog 214 21
Marle 216 33





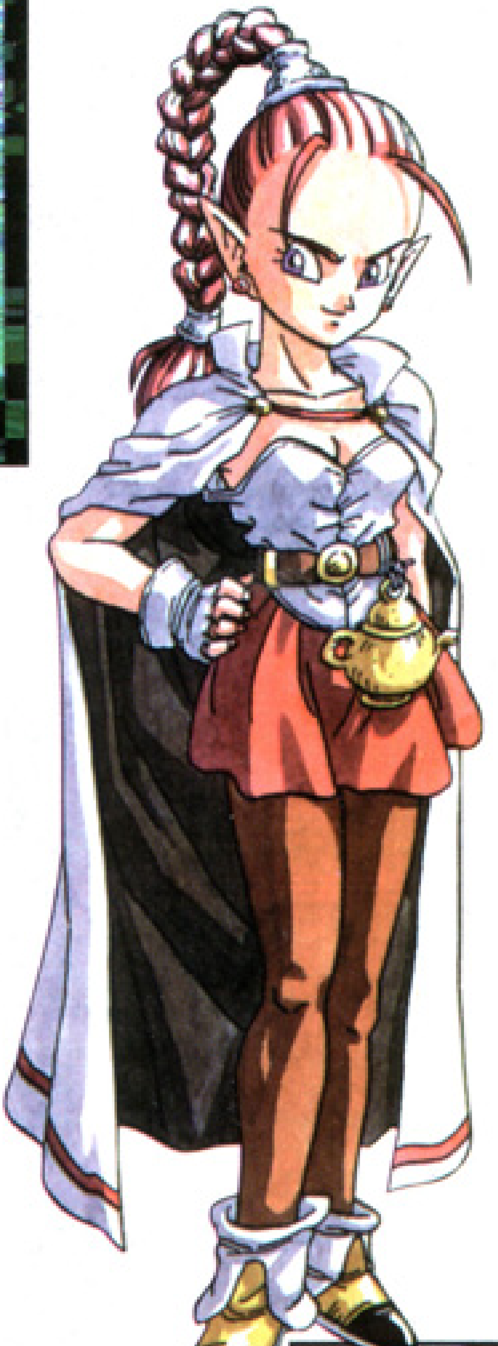






Enemies

A	4 Henches, 2 Vamps
B	1 Omnicrone, 4 Decedents
C	1 Omnicrone, 4 Decedents
D	5 Decedents
E	Slash
F	4 Shadows
G	2 Henches, 2 Vamps, 1 Sorcerer
H	2 Henches, 2 Vamps, 1 Sorcerer
I	2 Henches, 2 Vamps, 1 Sorcerer
J	Flea



Flea
HP MP
Crono 145 10
Frog 153 0
Marle 151 41

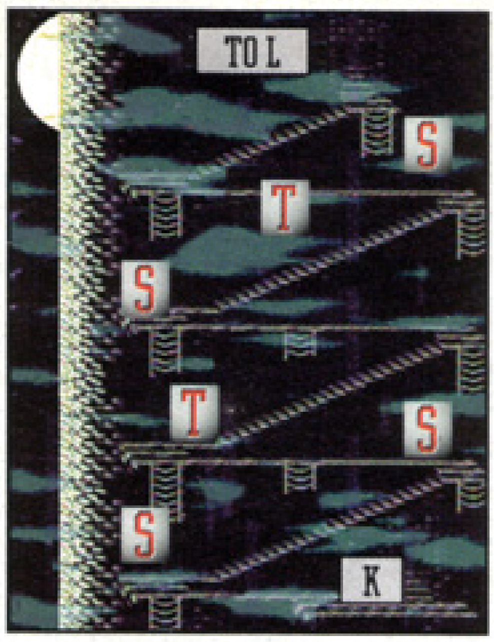
FLEA

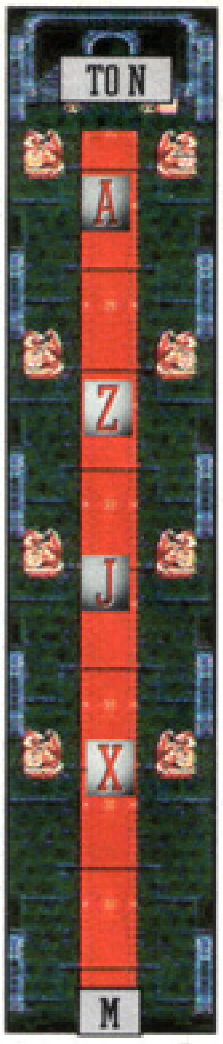
The first Flea you face is just a fake. Use attacks such as Blade Toss, Max Cyclone and X–Strike. Heal your party after Flea's powerful magic attacks.

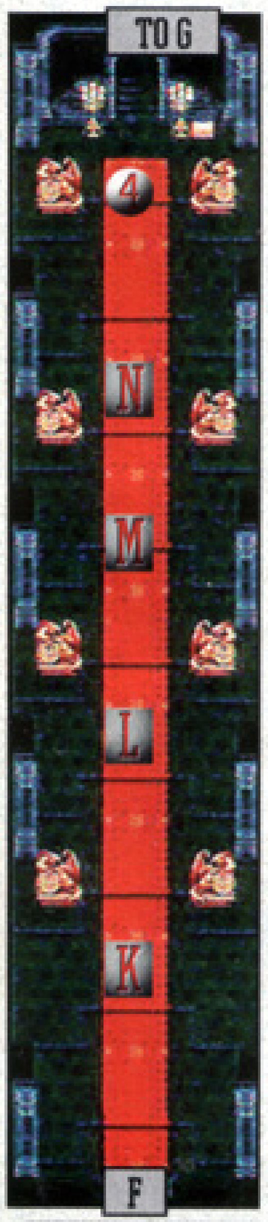
RUN AFTER OZZIE

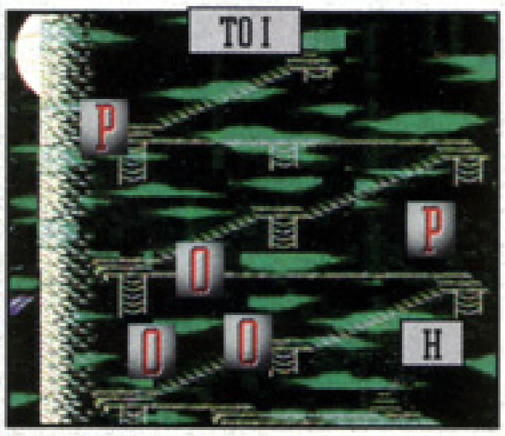
Chase after Ozzie until you catch up to him. Don't attack him directly. Instead, look for other things in the room that you can target. Eventually, Ozzie will fall into one of his own traps. Ozzie's Ice Shield is strong, but he has weaknesses you can exploit.

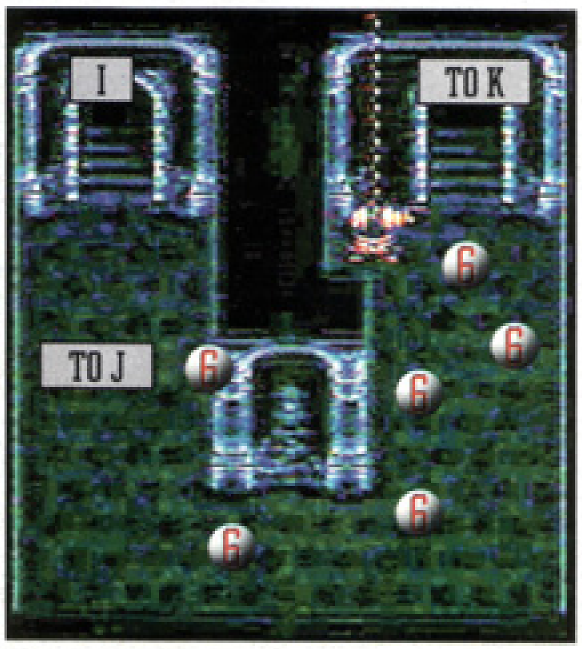
OZZIE: Urghhhhhh...

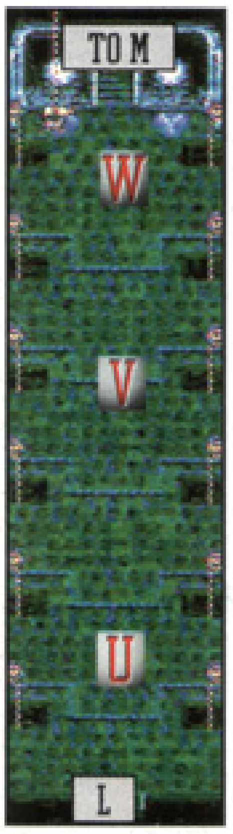


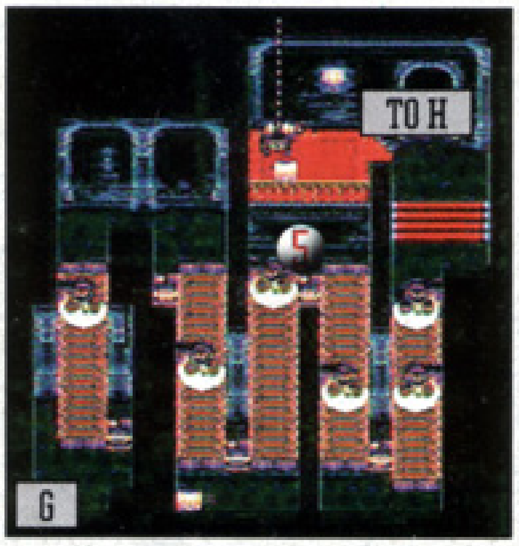


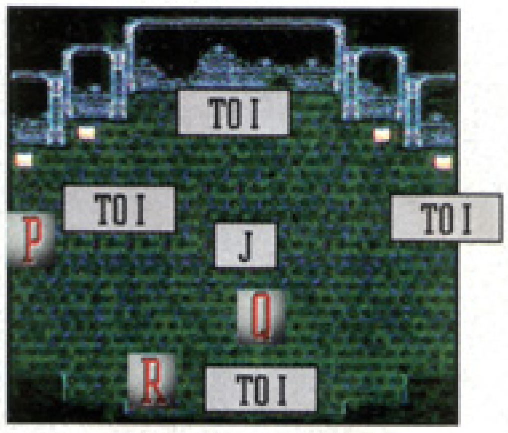












Things To Do

④ Ozzie is unaware of your fights with Flea and Slash. He'll call for them, but they'll never arrive.

⑤ Ozzie's constructed a maze of blades. To avoid them, you'll need precise timing.

⑥ Look out for trap doors. Ozzie's been expecting you. He can be so much fun at parties.

⑦ Ozzie's not the only target here. Hit everything but Ozzie and he will be caught by one of his own traps.

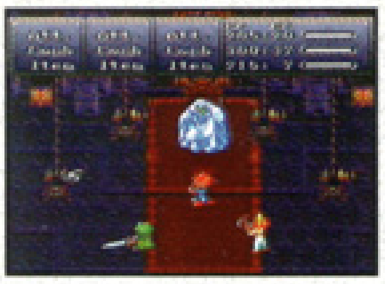
⑧ Deep inside the castle you'll meet Magus himself. Are you ready to rumble?

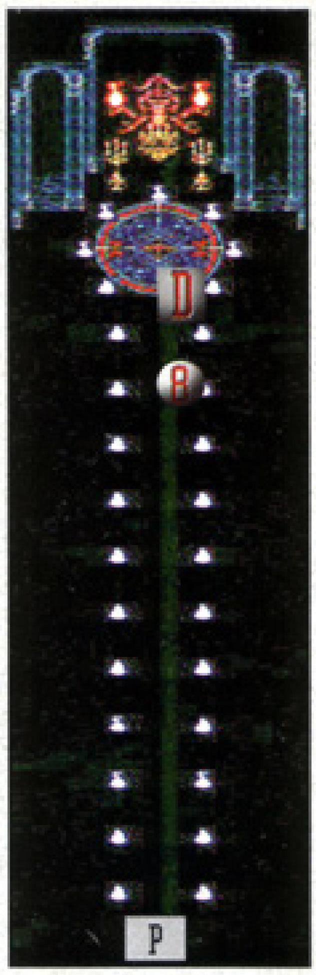
Treasures

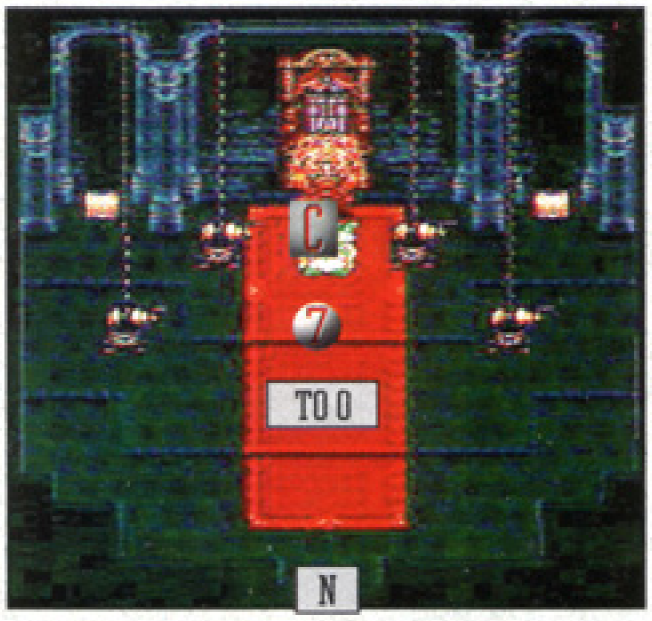
2 Mist
Robes
Dark Mail
Doom
Finger
Speed Belt
Revive
Magic Scarf
Lapis

CHAINS

Instead of attacking Ozzie, concentrate on the points where the cursor stops on the chains. Notice that Ozzie takes damage even when you don't hit him.

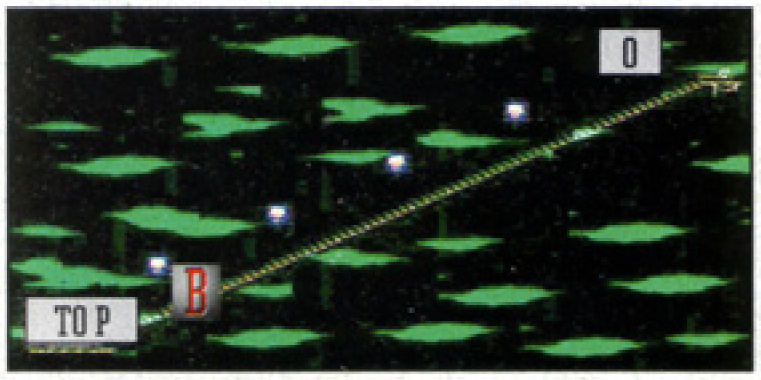






MAGUS'S WEAKNESS

Watch for Magus's weakness to appear on the message bar, then use that magic against him. Frog's Masamune attacks reduce Magus's MP. The warlock has over 6,000 HP, so you should go in with plenty of Mid Tonics.



Enemies

K	2 Henches
L	2 Henches, 2 Grimalkins
M	2 Henches, 2 Sorcerers
N	2 Henches, 2 Grimalkins, 2 Sorcerers
O	1 Vamp, 1 Roly, 1 Juggler
P	1 Juggler, 1 Roly, 1 Vamp
Q	6 Decedents
R	3 ?????
S	1 Outlaw, 1 Roly Bomber, 1 Juggler
T	1 Juggler, 1 Roly Bomber, 1 Outlaw
U	2 Outlaws, 2 Groupies
V	2 Outlaws, 2 Jugglers
W	4 Jugglers
X	2 Outlaws
Y	2 Outlaws, 1 Juggler
Z	2 Outlaws, 1 Juggler, 2 Flunkies
A	2 Outlaws, 1 Juggler, 2 Flunkies
B	6 Vamps
C	Ozzie
D	Magus

Magus
Att.
Tech
Item
HP MP
337: 8
228:34
244:16

Things To Do

- Use Lightning 2 against the Vamps and Rolys you encounter as you climb upward into the castle's tower. The elevators drop off additional enemies. Try to avoid battles. When Outlaws and Jugglers attack, try to defeat the Outlaws first.

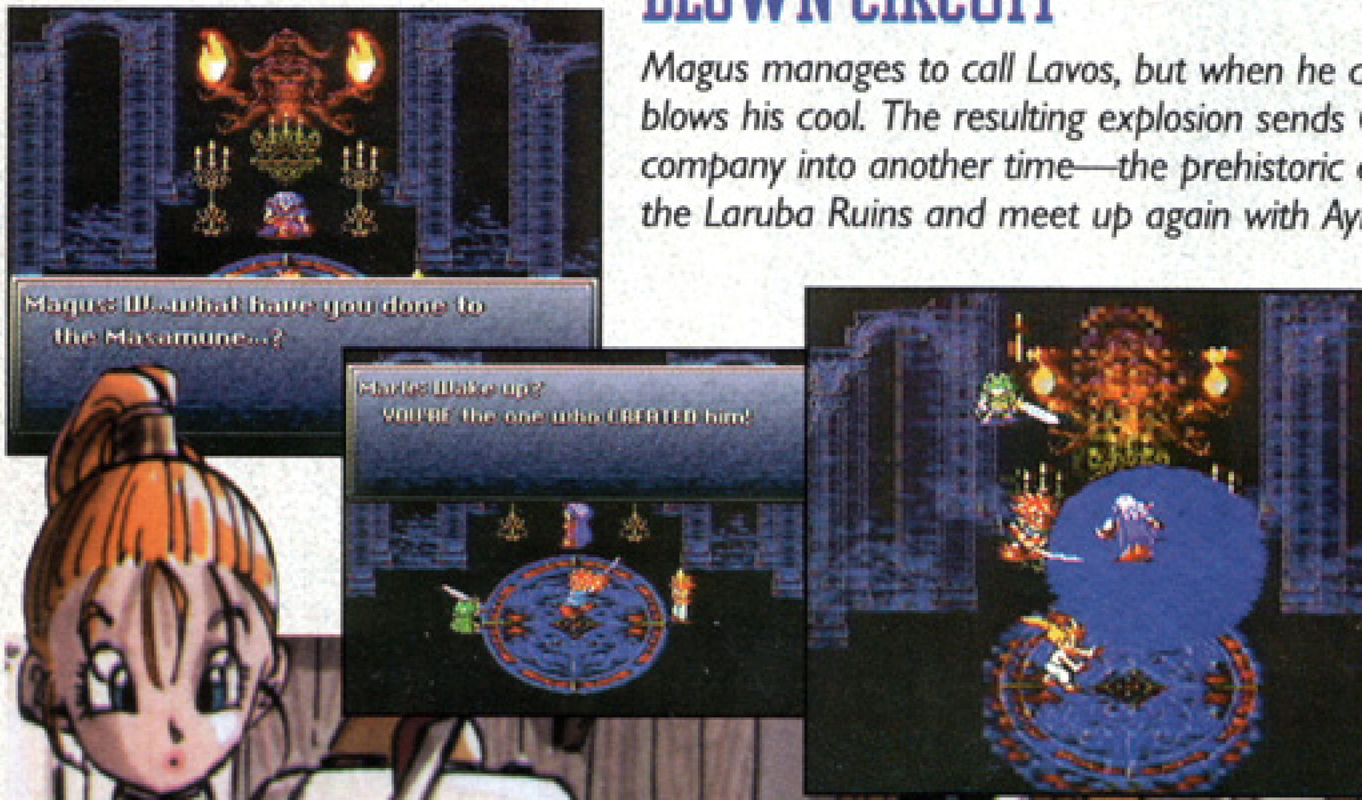
Step 16

Forward to the Past

Crono's adventure is only beginning. There's a lot more in store for this young hero! After defeating Magus, Crono has a strange dream that includes Marle as his wife. The next thing Crono and his teammates know, they're back in the Prehistoric era.

BLOWN CIRCUIT

Magus manages to call Lavos, but when he dies, Lavos blows his cool. The resulting explosion sends Crono and company into another time—the prehistoric era. Go to the Laruba Ruins and meet up again with Ayla.



Magus: W...what have you done to
the Masamune...?

Marle: Wake up?
YOU'RE the one who CREATED him!

Destinations

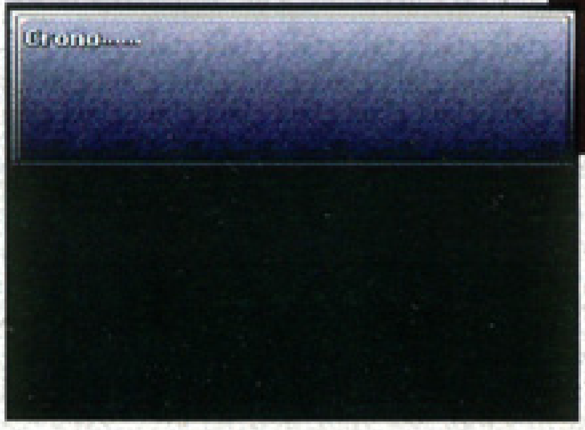
Magus's Castle
Defeat Magus in the tower and you'll hear the evil one rant about his pal, Lavos.

Dream World
During a dream, Crono thinks he can see into the future.

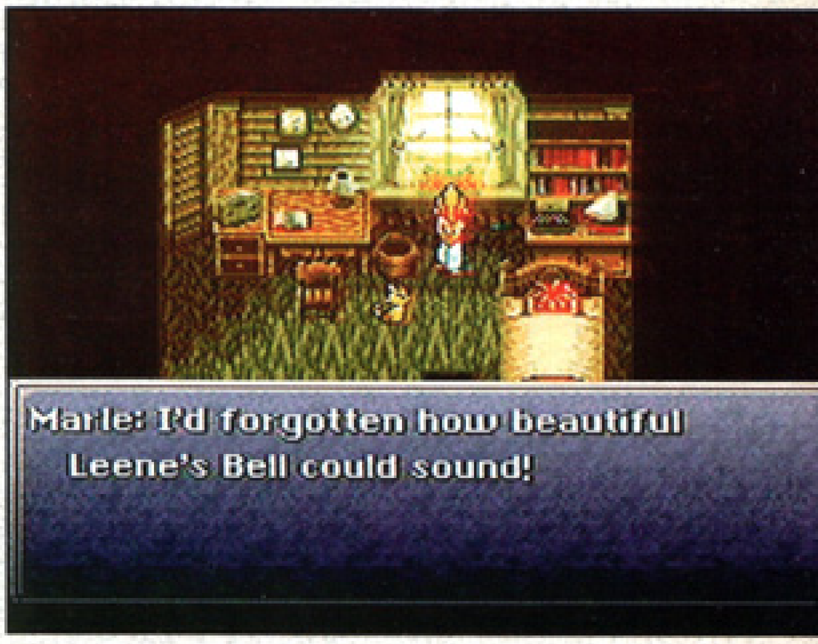
Laruba Village
Back in prehistoric times, you'll find the village of Laruba destroyed.

MARRIED WITH CHILLS

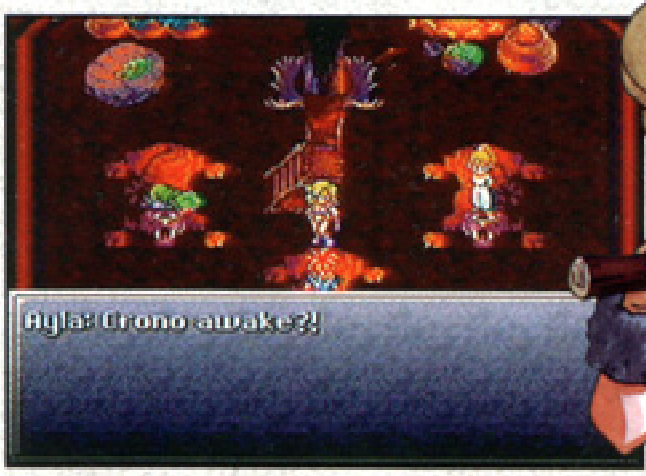
While in the dark, Crono hears a soft voice. Is it Marle? Is Crono seeing a glimpse into his future, or is this some type of trick? Only time will tell, but for now, Crono must wake up and face other challenges.



Crono......



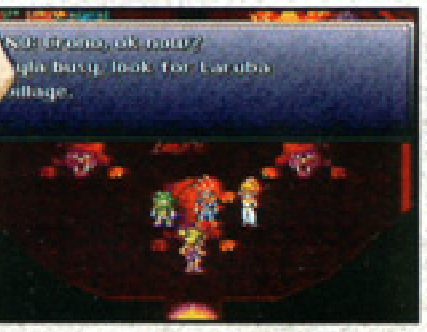
Marle: I'd forgotten how beautiful
Leene's Bell could sound!



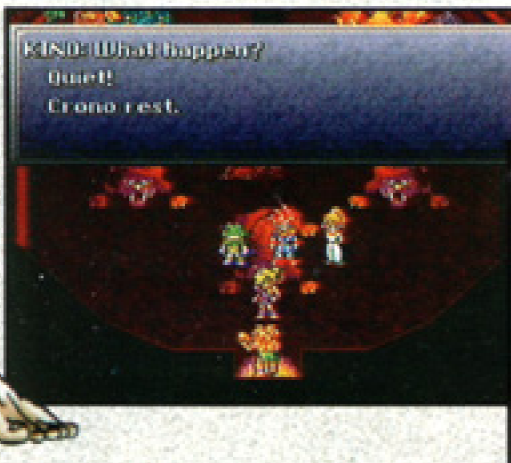
Ayla: Crono awake?!

NORTH WOOD BURNING!

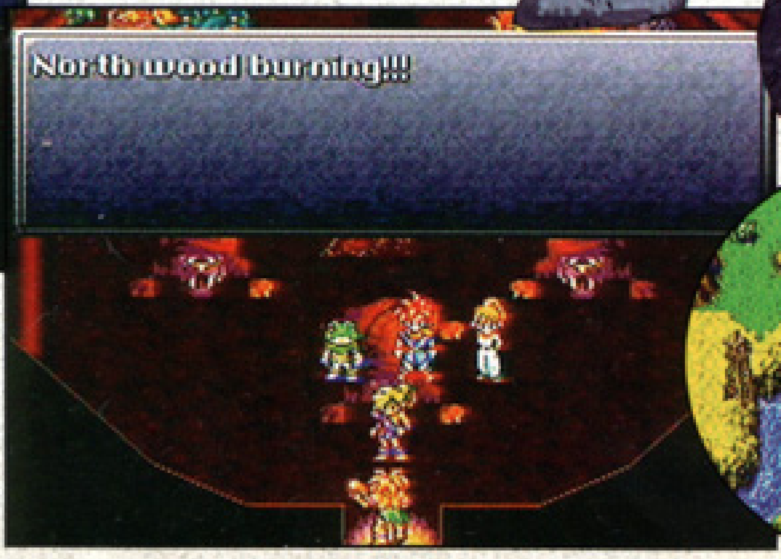
Thanks to Lavos, Crono and his companions are now back in the past. Kino tells you that Ayla has gone to Laruba, but she sets off to solve the Reptite problem once and for all when you arrive. All you find is devastation. You'll find her at the Dactyl's Nest.



NO: Crono, ok now?
yla busy, look for Laruba
illage.



KINO: What happen?
Quiet!
Crono rest.

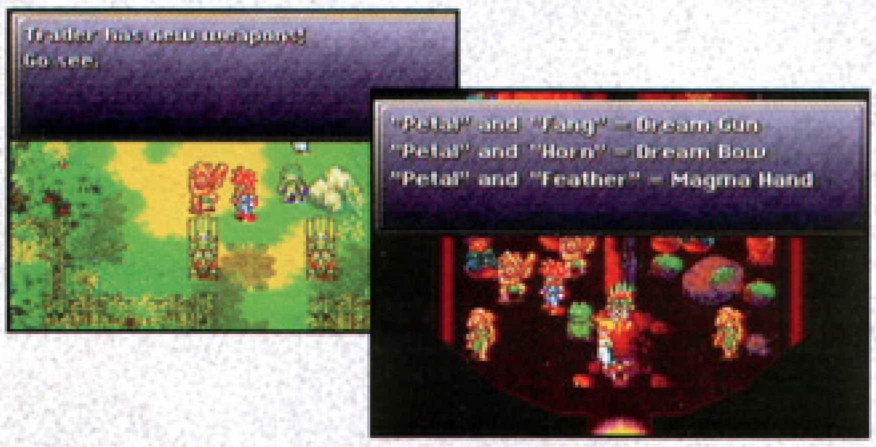


North wood burning!!!

Step 17

Unnatural Selection?

Reptites torched the once-pleasant village of Laruba, and now Ayla is steaming. Crono must follow her to the northern mountains and the Dactyl Nest. Then they all fly off to storm Tyrano Lair.



Trader has new weapons!
Go see.

"Petal" and "Fang" = Dream Gun
"Petal" and "Horn" = Dream Bow
"Petal" and "Feather" = Magma Hand

NEW ITEMS

Before traveling to Laruba Village and discovering the disaster that has taken place, be sure to gather information about trading for goods. You can make some great deals for armor that will protect your party in the battle ahead, and the price is right.

Ayla: Want to [illegible], so go there!
Ayla be OK.
Give Dactyl!

DACTYL AIR

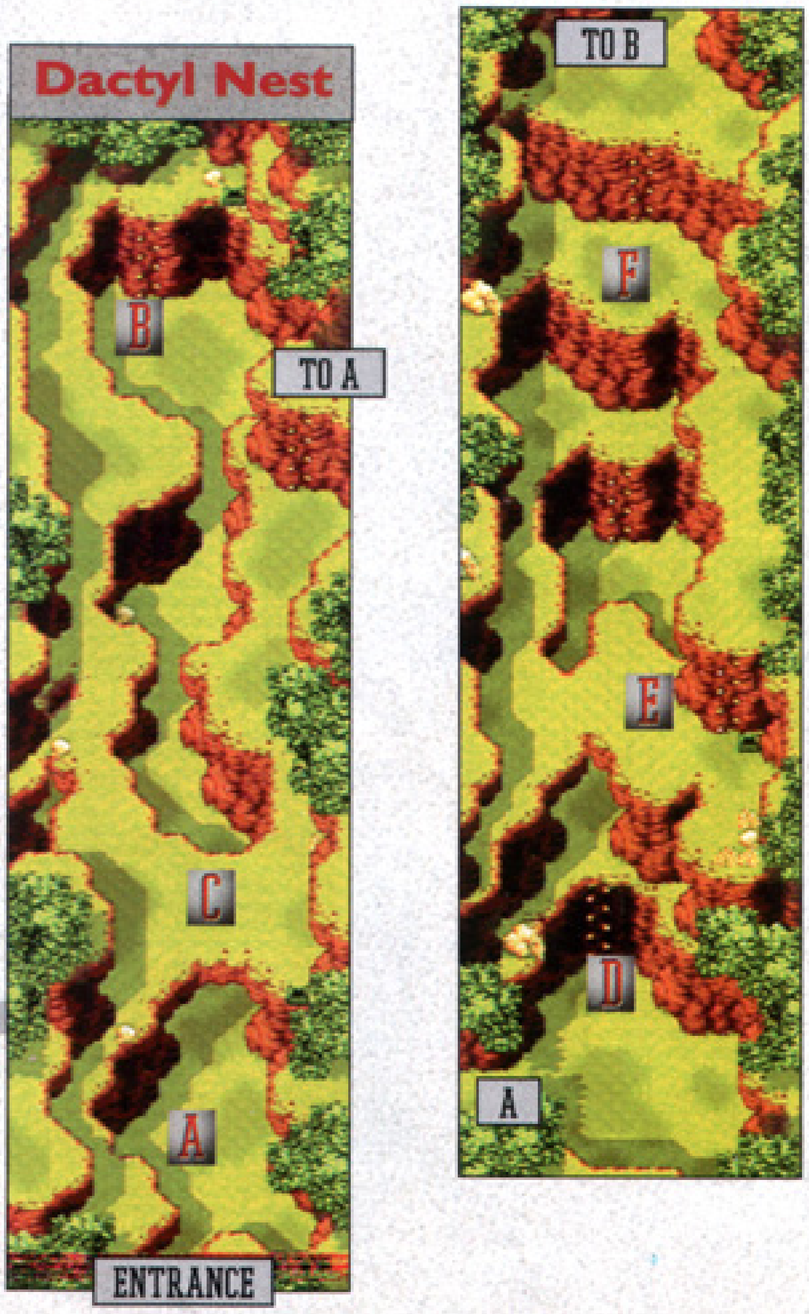
Early air travel consisted of brave men and women climbing on Dactyls' backs and not looking down. Guide the flapping flyers to the Tyrano Lair in the southeast, where you'll fight Azala.

Enemies

A	1 Cave ape, 2 Schists
B	2 Avian Rex
C	3 Schists
D	2 Cave Apes, Schists
E	1 Cave Ape, 2 Schists
F	2 Avian Rex

Treasures

Mid Ether
Mid Tonic
Meso Mail



Destinations

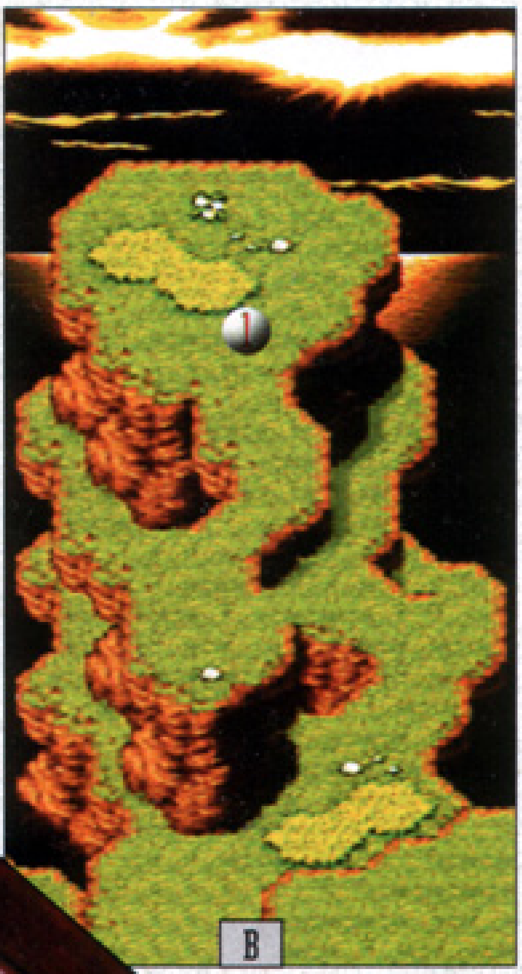
Laruba Ruins
When you reach Laruba Village, all that remains is ashes and your pal, Ayla.

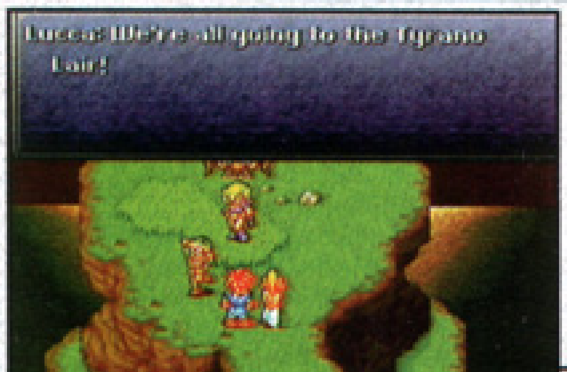
Dactyl Nest
Head for the Dactyl Nest and try some new transportation.

Tyrano Lair
Rescue Kino, explore the castle, fight Nizbel II and, finally, Azala's Black Tyrano.

UP, UP AND AWAY

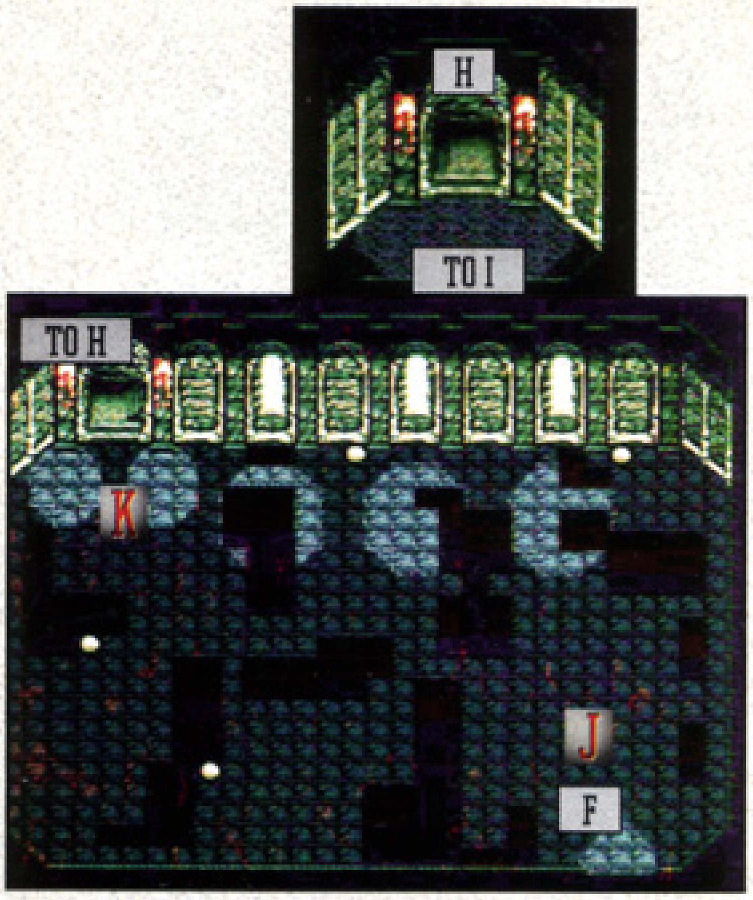
Crono and Ayla climb aboard the Dactyls and fly to the Tyrano Lair. You control the flight and landing. If you want, you can fly completely around the world.




Lucca: We're all going to the Tyrano Lair!

Things To Do

1. After Laruba Village is torched, follow Ayla to the Dactyl's Nest.



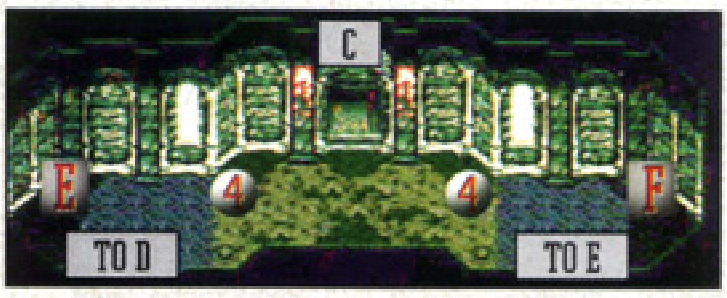
RESCUE KINO

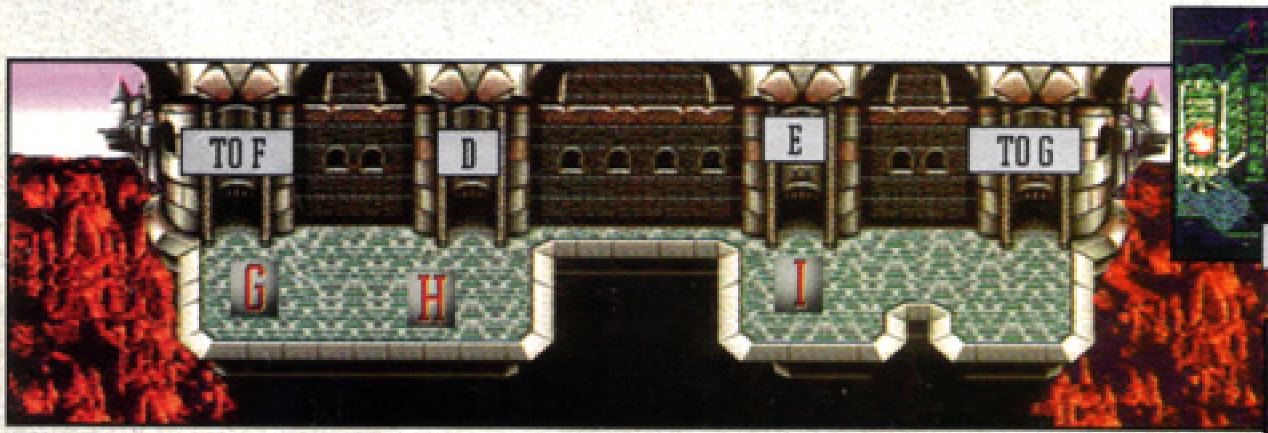
Go straight up through the open skull mouth on the right, then go down the stairs. Defeat the Reptites and break Kino out of jail. Follow Kino back up the stairs to the top, and allow him to open up the left skull mouth for you. Be ready to fight more Reptites, then save your game. The fight with Nizbel II is about to begin!

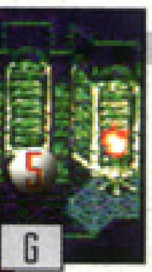
Ayla: Ayla strong.
No lose!

Enemies

A	2 Cave Apes, 1 Reptite
B	2 Reptites
C	2 Reptites
D	3 Reptites
E	1 Terrasaur, 1 Reptite
F	1 Cave Ape, 1 Reptite
G	1 Avian Rex
H	3 Reptites
I	2 Volcanoes, 1 Reptite 2 Reptites, 1 Avian Rex

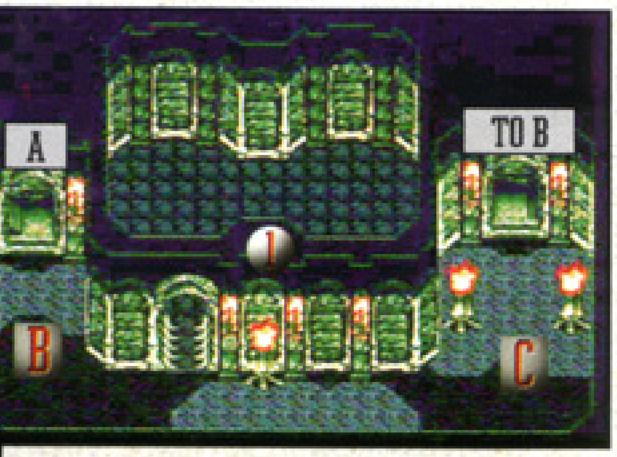






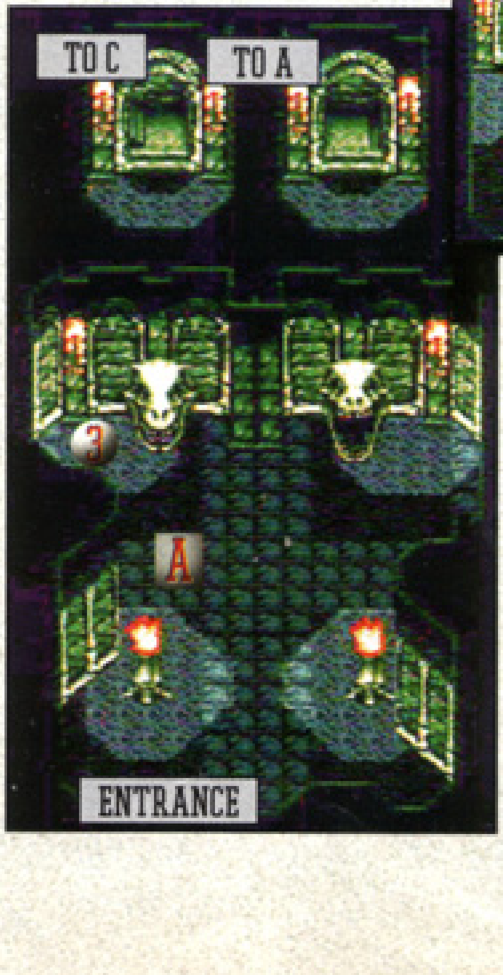
Treasures

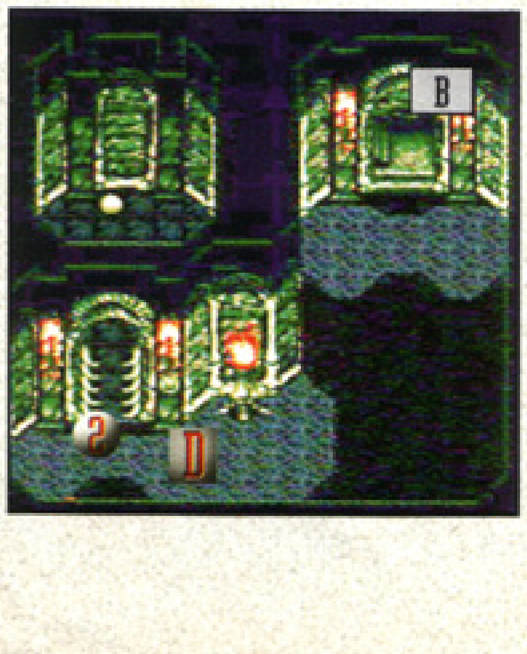
- 2 Mid Ethers
- Full Tonic
- 2 Cerra Toppas
- Meso Mail
- Full Ether
- Tonic
- Revive

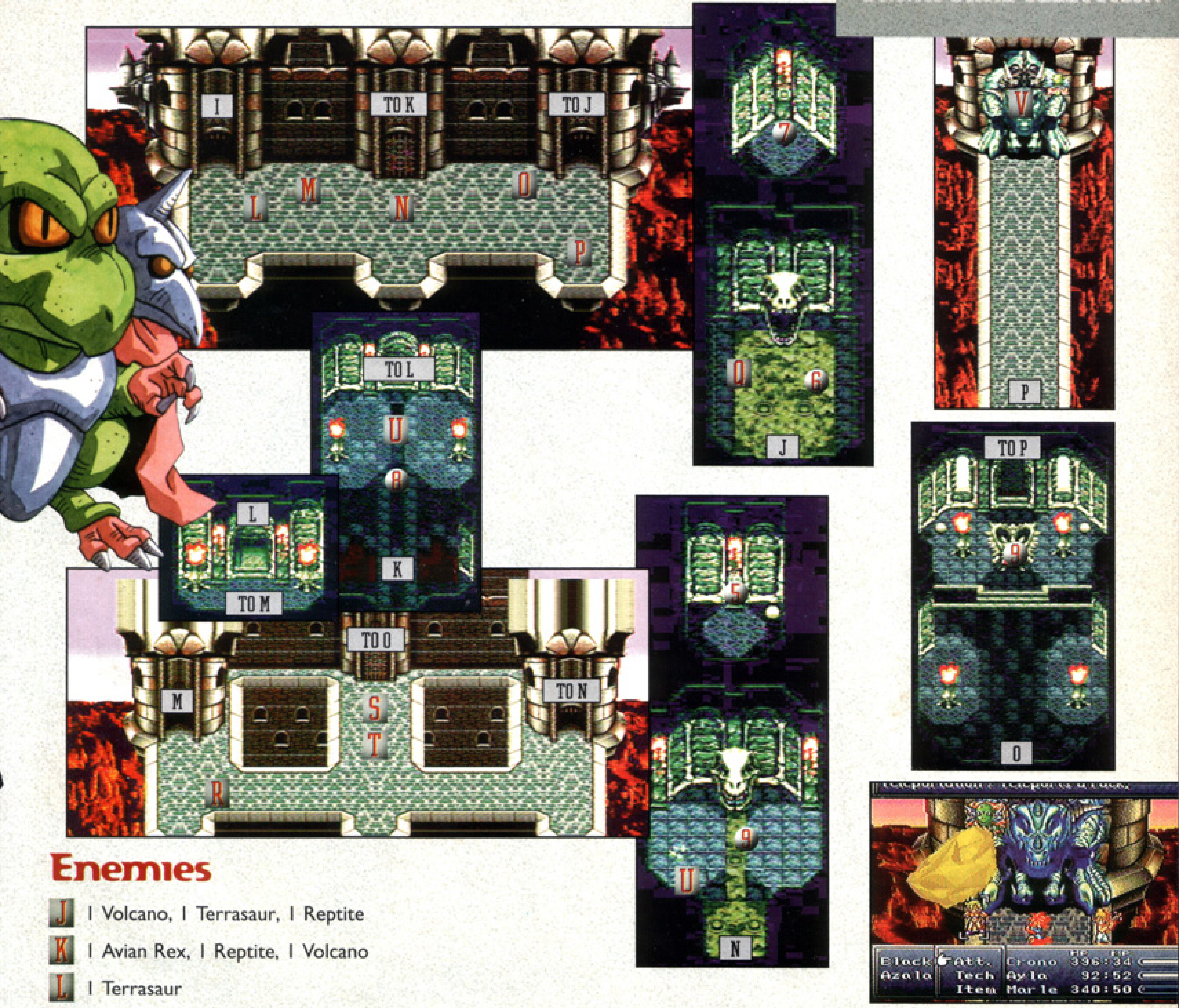


Things To Do

1. Hit the switch to open the door and free the jailed Ioka villagers.
2. Continue down the stairs to another cell. Open the door to free Kino.
3. Return to the entrance with Kino. Have him open the Skull Door on the left.
4. Step onto the two floor switches to open trap doors under your enemies.
5. Hit the switch to open the iron gate so that Crono and crew can continue.
6. Step on the switch on the right to open the Skull Door ahead.
7. Trip the wall switch to open a door on the outside of the castle.
8. Walk carefully past Nizbel II and save your game before you fight.
9. Step on the center switch to activate a Save Spot, then walk up and press A to open the door.






I
TO K
TO J
L
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7
Q
6
J
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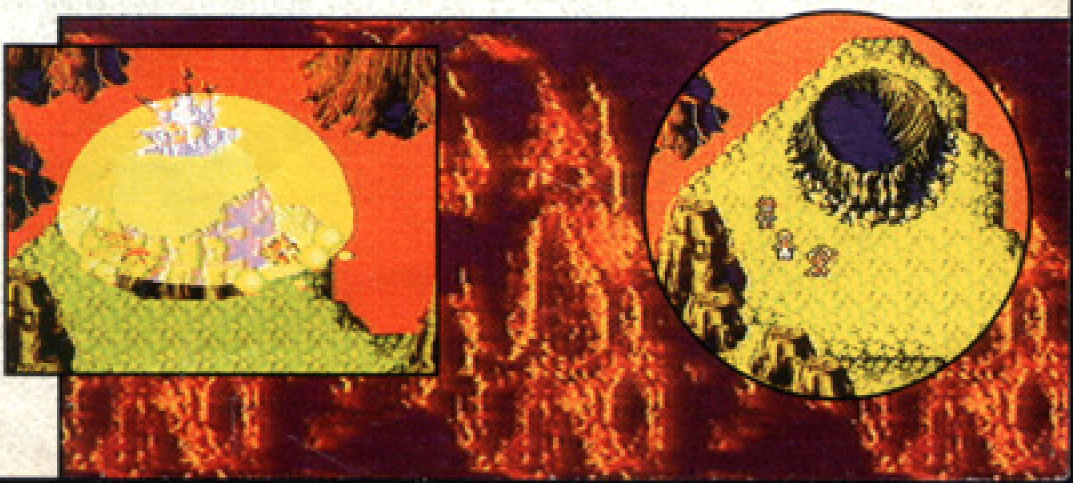
R
5
9
U
N
TO P
8
O
Black
Azala
Att.
Tech
Item
Crono 396:34
Ayla 92:52
Marle 340:50

Enemies

J	1 Volcano, 1 Terrasaur, 1 Reptite
K	1 Avian Rex, 1 Reptite, 1 Volcano
L	1 Terrasaur
M	1 Reptite, 1 Megasaur
N	2 Reptites, 2 Volcanoes
O	1 Avian Rex, 1 Terrasaur
P	2 Avian Rexes
Q	1 Volcano, 1 Avian Rex
R	1 Terrasaur, 1 Avian Rex
S	1 Terrasaur
T	2 Terrasaurs
U	Nizbell II
V	Azala and the Black Tyrano

THE FALL OF AZALA

Azala and Black Tyrano will attack. Black Tyrano's Blaze Attack is dangerous, so beware. Focus your attacks on Azala first. When Azala and the Tyrano have been beaten, Lavos will crash down from outer space and strike the earth near Tyrano Lair. Within the ruins of Tyrano Lair, you will discover a new Time Gate.



12,000 B.C.

The Dark Ages

Explore a new world in the skies above the frozen earth of 12,000 B.C. The kingdom of Zeal awaits.

1 LAND BRIDGE

Land Bridge

When you first transport from Terra Continent via a series of warp points, you'll land on the southwest tip of the Land Bridge.

2 ENHASA

East of your landing point is the village of Enhasa. You'll uncover a secret by opening books in this small town.

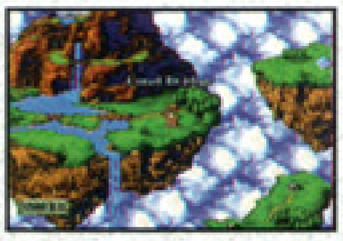
Market		Ether	800
Tonic	10	Heal	10
Mid Tonic	100	Revive	200
Full Tonic	700	Shelter	150

3 LAND BRIDGE

Land Bridge

From this point on the Land Bridge, you'll transport down to the island north of of the one you started on.

4 LAND BRIDGE

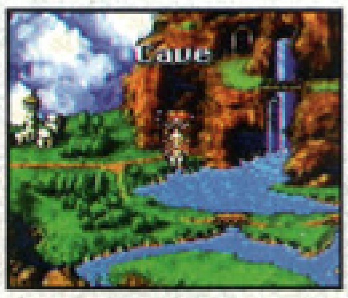


Another series of warps will take you from the north island to the island where Zeal Palace stands.

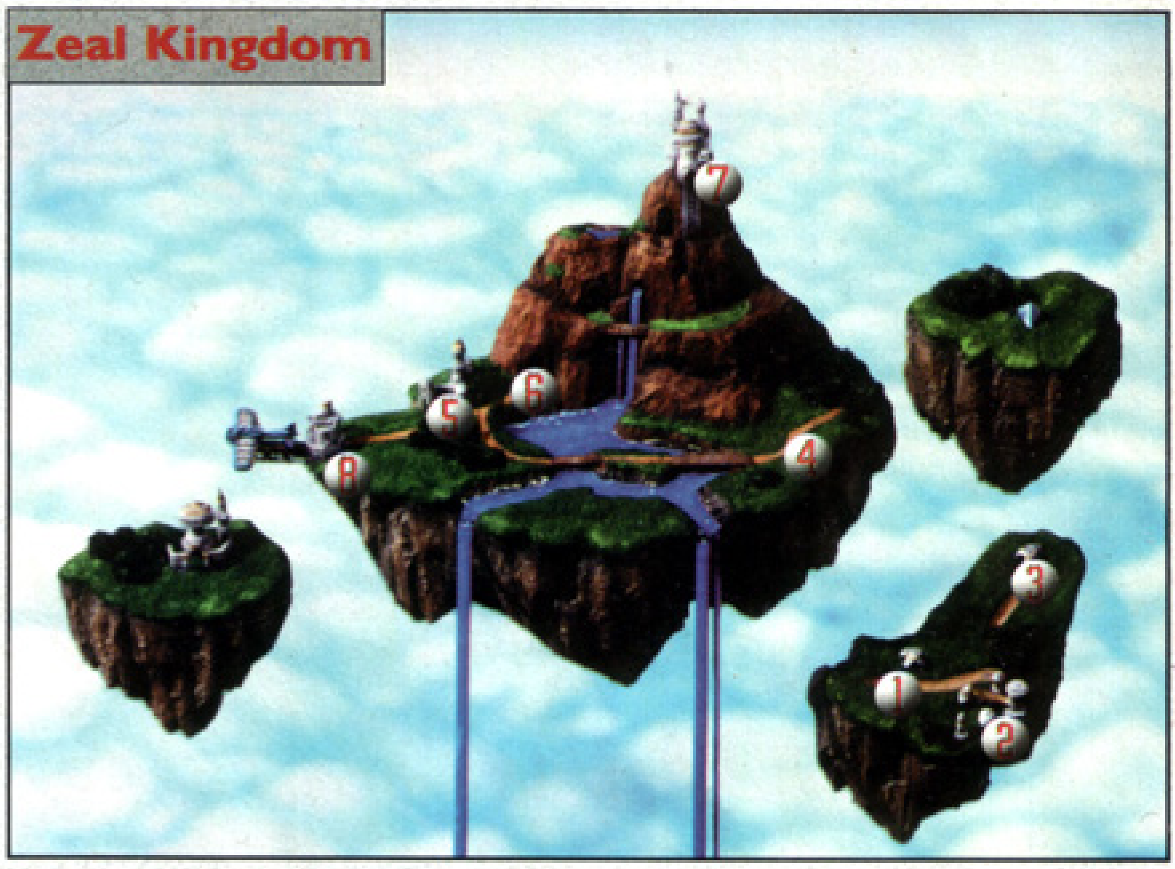
5 KAJAR

Visit the quaint village of Kajar before entering the caves that lead to the legendary Zeal Palace.

6 THE CAVES



Inside the cave, a series of strange light beams will transport you to the castle that towers above.



7 ZEAL PALACE

Zeal Palace

Zeal Palace itself stands on the tip of the mountain. It is a mysterious place that is the source of many rumors.

Market		Heal	10
Tonic	10	Revive	200
Mid Tonic	100	Shelter	150
Full Tonic	700	Ether	800

8 BLACKBIRD

This large airship is unable to fly the first time Crono's team visits this area. Later, the Blackbird turns out to be Dalton's base.

Happenings

Step 18

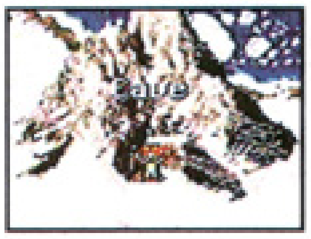
Go to Zeal Palace and use the Mammon Machine to power up Marle's Pendant. Find and defeat Golem, then get thrown out of the palace. Use the Pendant to open sealed doors and chests.

Step 20

Go to Terra Cave on the Terra Continent. Enter, defeat the Mud Imp and Beasts, then climb Mount Woe to battle Giga Gaia and rescue Melchior.

9 PASSAGE CAVE

The Passage Cave is actually a time-transcending link to the Tyrano Lair in 65,000,000 B.C.



10 SKYWAY

The Skyway on the east side of Terra Continent is your ticket to the Land Bridge that floats in the sky above.

11 SKYWAY

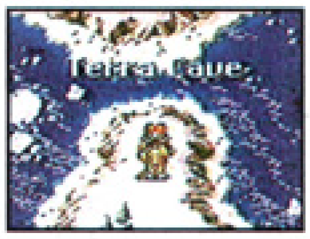
When you transport from the north end of the Land Bridge, you'll emerge at the Skyway here.

12 SKYWAY

Go north to this Skyway to transport your party to the floating island that holds Zeal Palace.

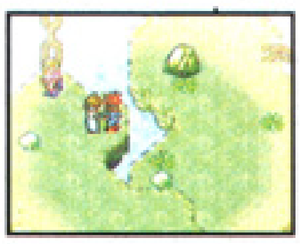
13 TERRA CAVE

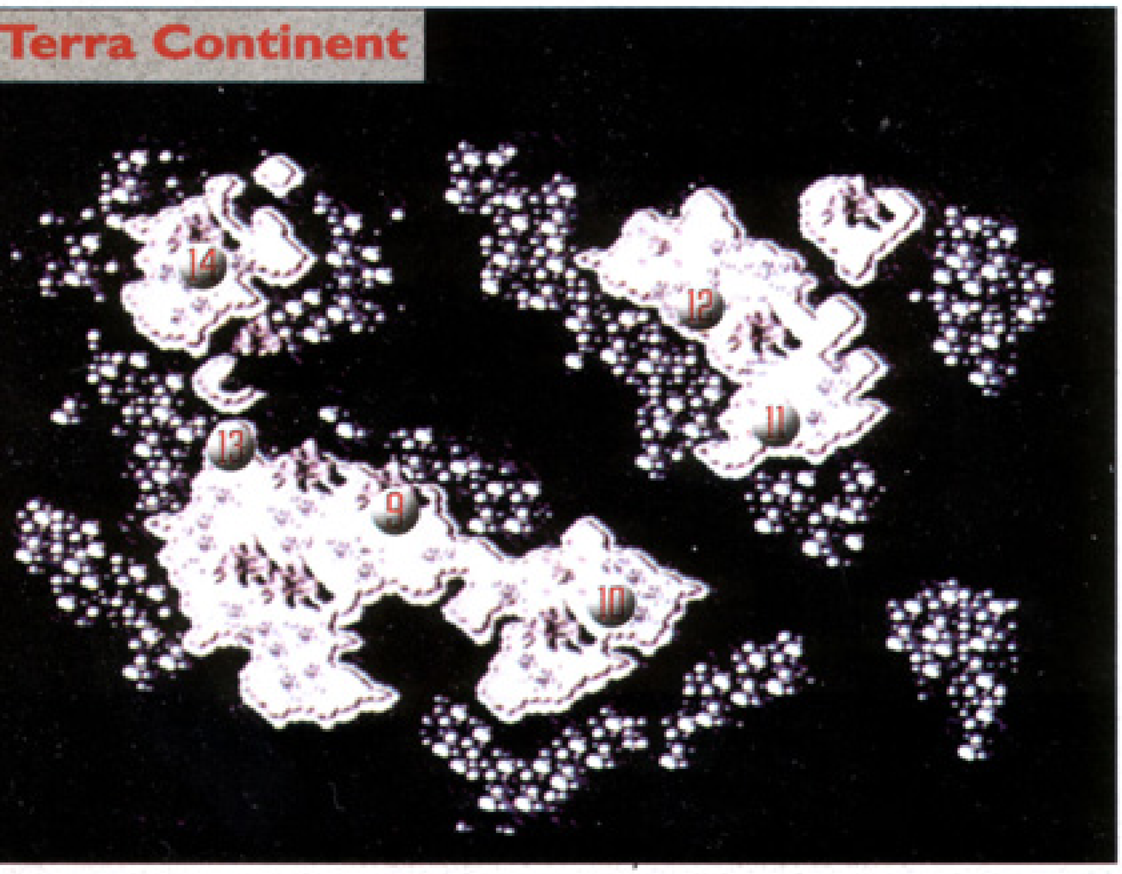
Terra Cave is where the people of Terra Continent live. Although Crono can't go there when he first arrives, he can visit on his second trip.



14 MOUNTAIN OF WOE

Climb the chain and defeat Giga Gaia, then receive a knife from Melchior.





Step 21

Teleport back to Zeal Palace and find Dalton, the queen's wizard. Pit your party against this formidable foe.

Step 22

Warp to the Ocean Palace to battle the Golem Twins and Lavos himself. In the end, you'll lose Crono from your party.

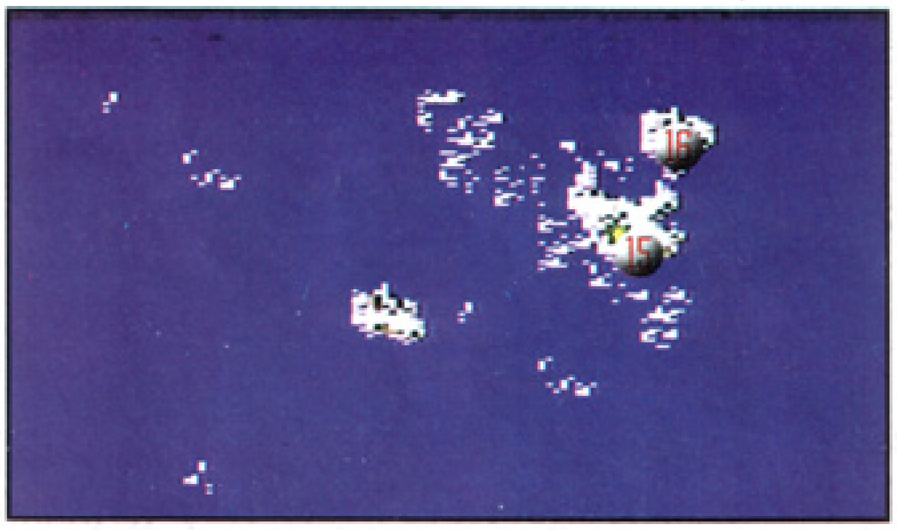
Step 23

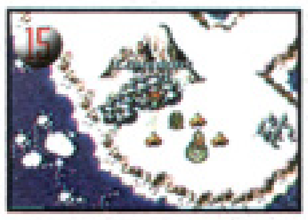
Get kidnapped by Dalton in the Last Village and go aboard his airship, the Blackbird. Find and re-equip your weapons and items.

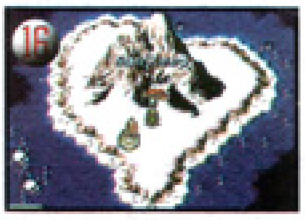
Event 3

To make the Sunken Desert appear in A.D. 600, tell a woman in Zeal Palace to plant her plant. If she burns it, the desert will not appear.

After The Fall







After the fall of the Ocean Palace, Schala teleports the survivors of your party to the Last Village. Visit the Market to restock your supply of items. You can also pick up some powerful new weapons.

Market

Star Sword	25,000	Tonic	10
Sonic Arrow	10,000	Mid Tonic	100
Shock Wave	11,000	Full Tonic	700
Kaiser Arm	21,000	Heal	10
Rune Blade	24,000	Revive	200
Hurricane	35,000	Shelter	150
Aeon Suit	9,000	Ether	800
Aeon Helmet	7,800	Mid Ether	2,000

Step 18

The Magic Kingdom

As Crono and his pals emerge from the portal in the Tyrano Lair ruins, they find themselves in 12,000 B.C. in the midst of a furious storm. Make your way to the Sky Bridge, which will transport the group up to Enhasa.

Destinations

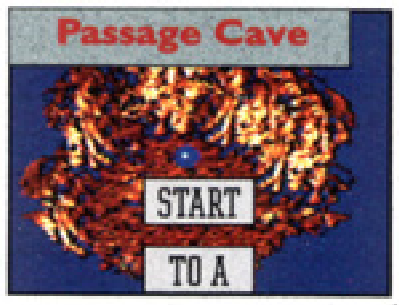
Enhasa
In Enhasa, find the hidden room, then read the three books in order to open the door before going to Kajar.

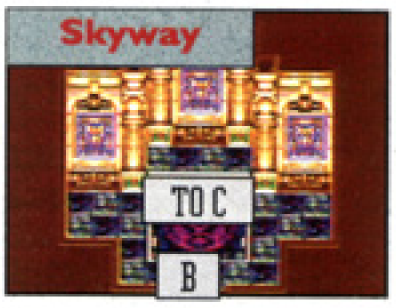
Kajar
Talk to people and read books to open another hidden passage.

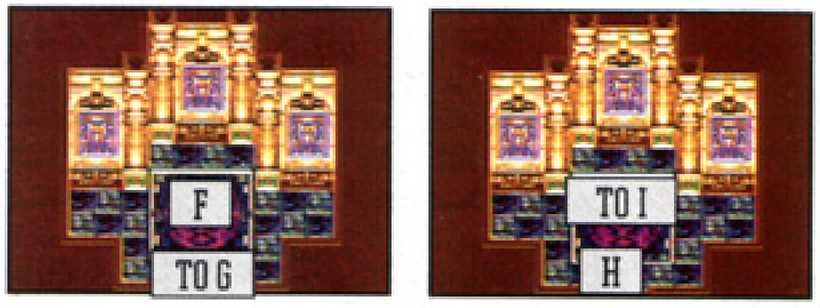
Zeal Palace
Meet up with Schala and Janus at the palace. Use Marle's pendant to open up the sealed door.

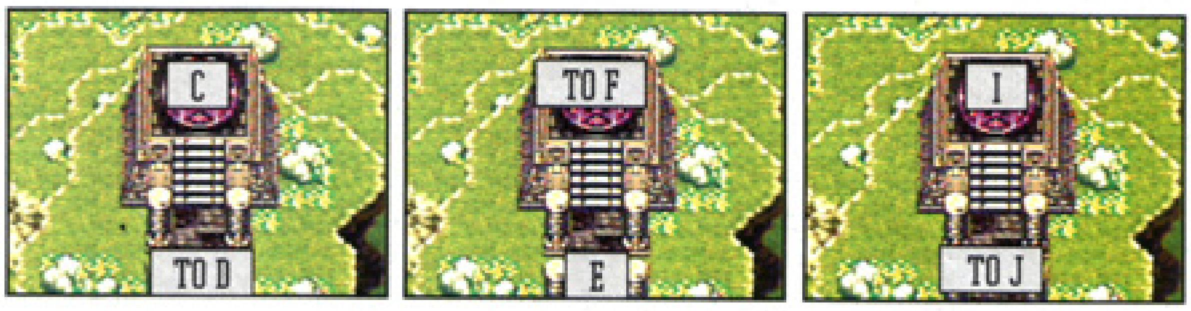
Things To Do

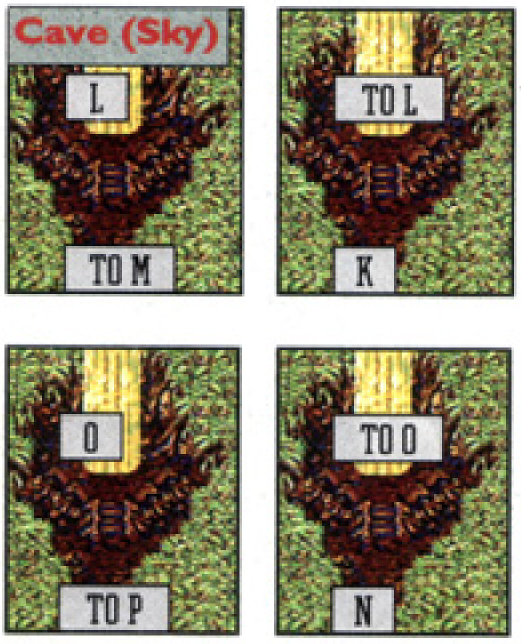
1. After you emerge from the Passage Cave into the barren wasteland of the Terra Continent, go south to find the first Skyway. Use it to transport your party to the Land Bridge in the sky above.
2. When you reach the Land Bridge, go east to find the village of Enhasa.

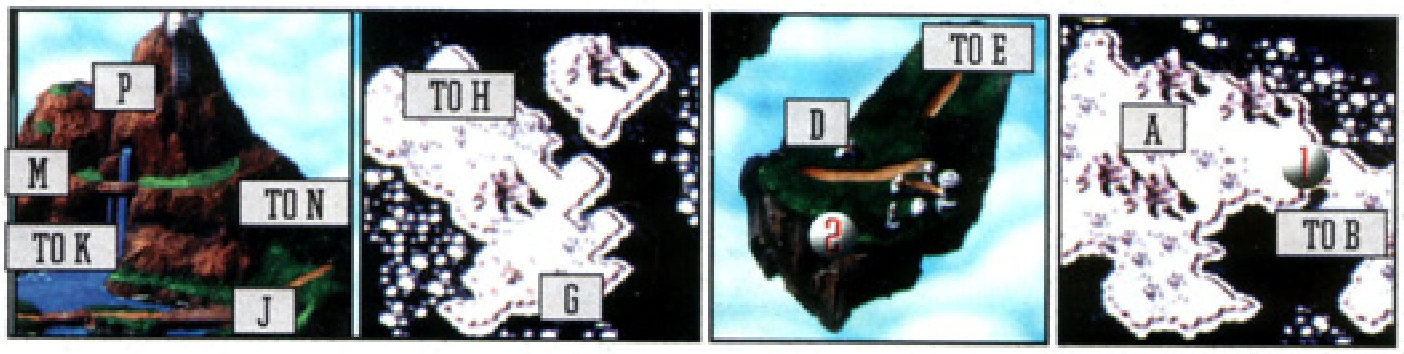

Passage Cave

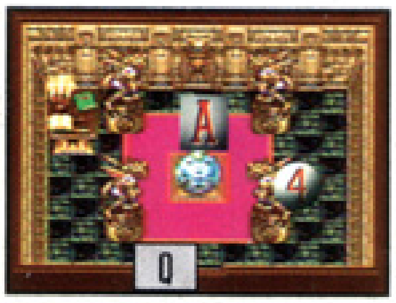

Skyway





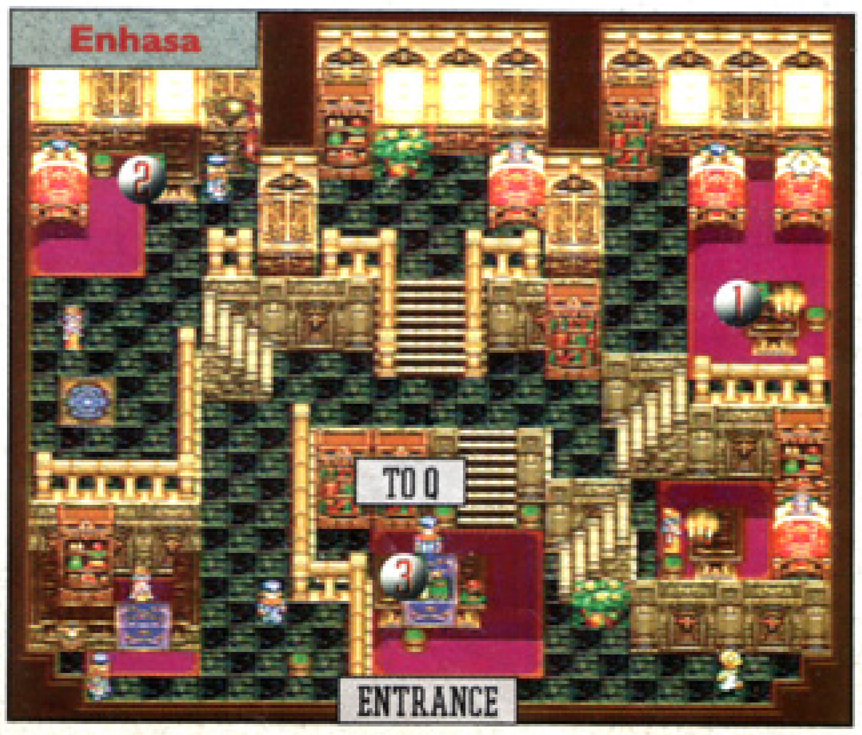

Cave (Sky)





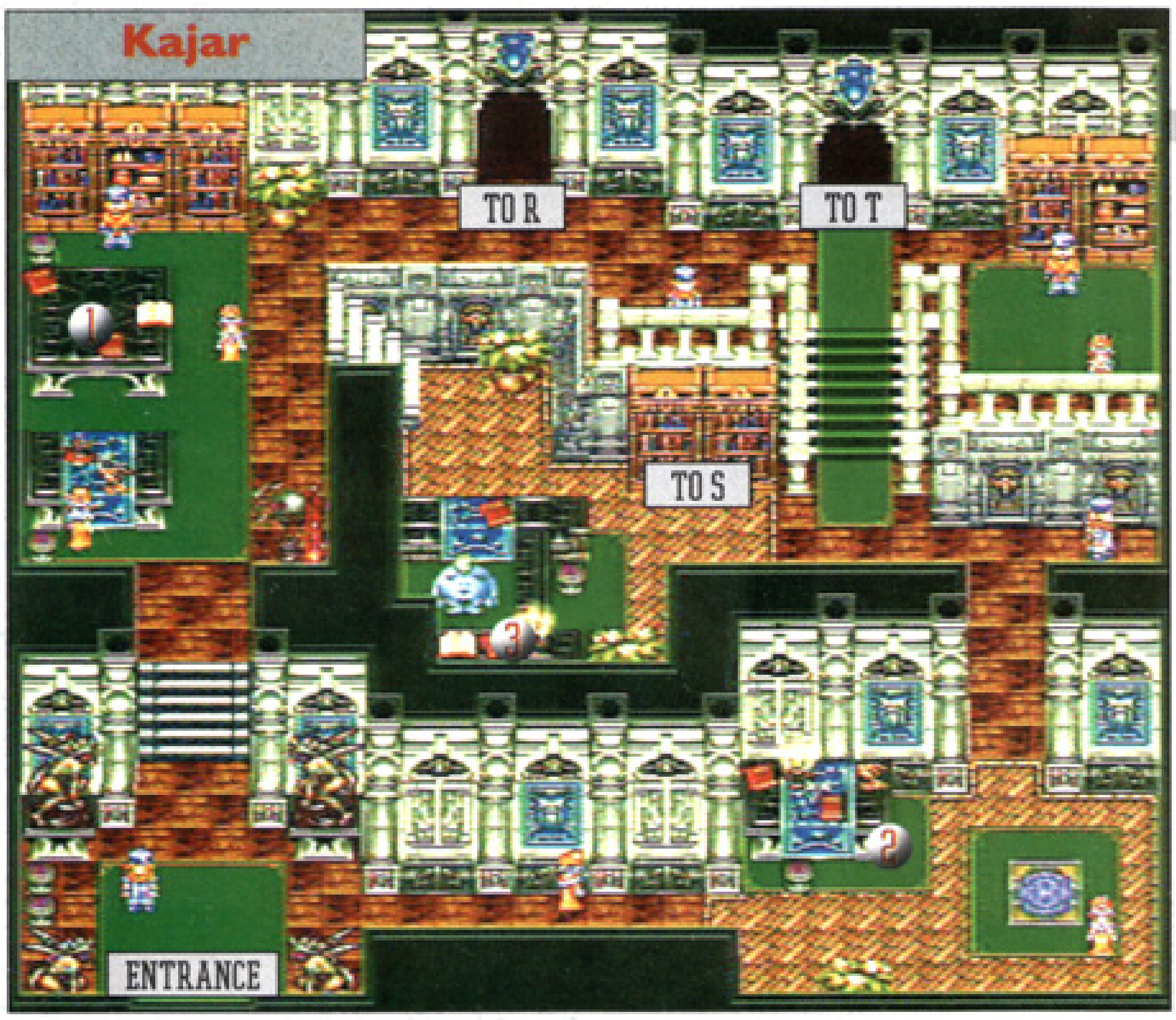
Enemies

A 6 Nus


Enhasa

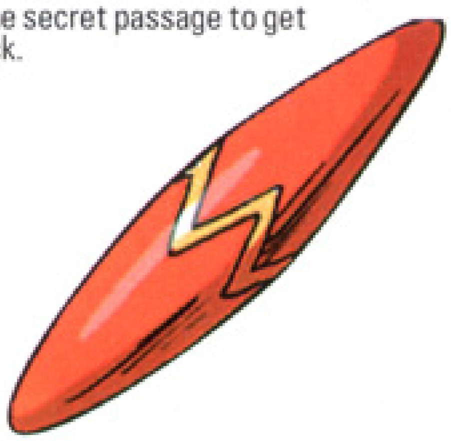
Things To Do

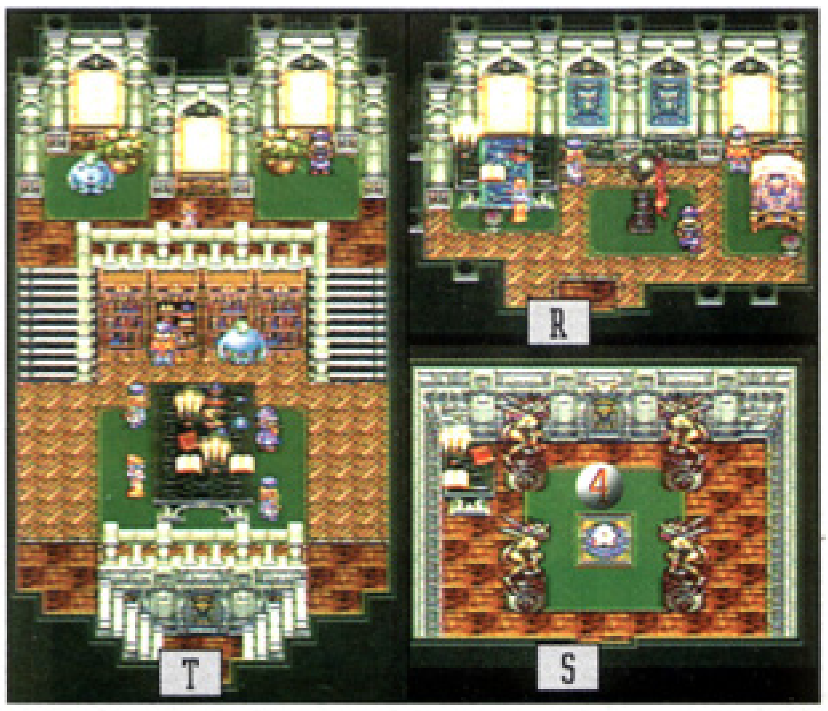
1. Go to the room in the upper right and open the book of Water.
2. Next, go to the room in the upper left to open the book of Wind.
3. Finally, go to the desk near the entrance and open the book of Fire to uncover a hidden passage.
4. Challenge the Nu. It will splinter into six Nus. When you defeat them, you'll earn a Magic Tab and a Speed Tab.



Things To Do

1. Go to the room in the upper left and open the book of Water.
2. Go to the table in the lower right and open the book of Wind.
3. Open the book of Fire, which is near the Nu in the middle of the Kajar.
4. Go through the secret passage to get the Black Rock.





SCRATCH THE NU

The Nu in the palace has an itch that he can't scratch. If you agree to scratch his back, he becomes your friend. Later, you can scratch another Nu's back to win a Magic Tab.

Uhh...
You got it...

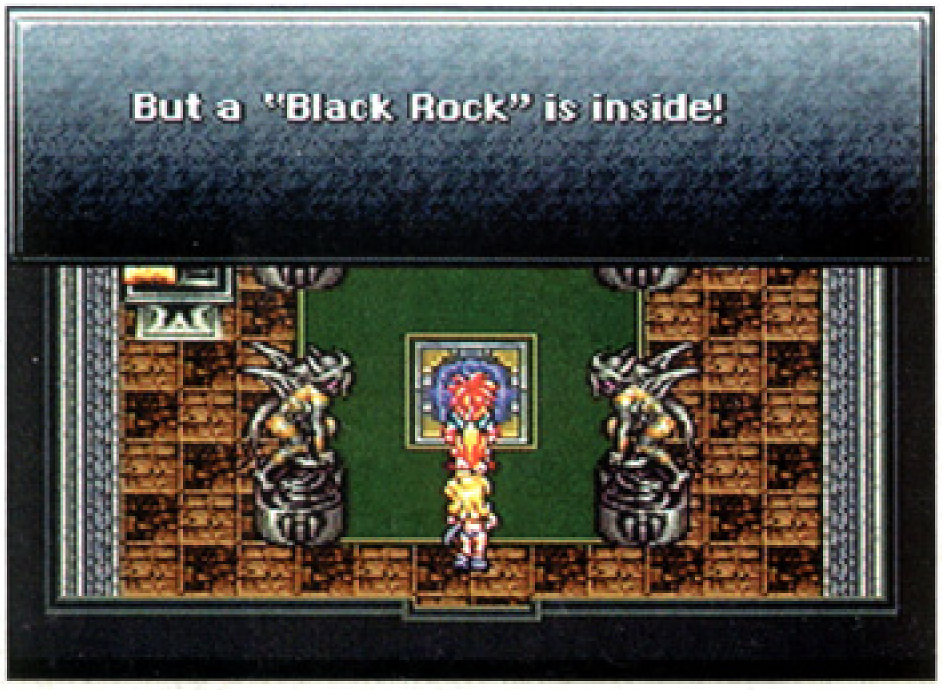
You found 1 Magic Tab!

THE BLACK ROCK

To obtain the Black Rock in Kajar, you must locate the room behind the bookshelves. Reading the books in order is the key to opening the passageway into the secret room. The magical powers of Crono's team are strong, but the people who live in Kajar posses their own magic, which they believe is superior. See what you can learn from these people as you explore this unknown territory. You can also buy and sell items here. The nice thing about your visit to Kajar is that you won't have to take part in any battles. Here, exploration is important.

Treasures

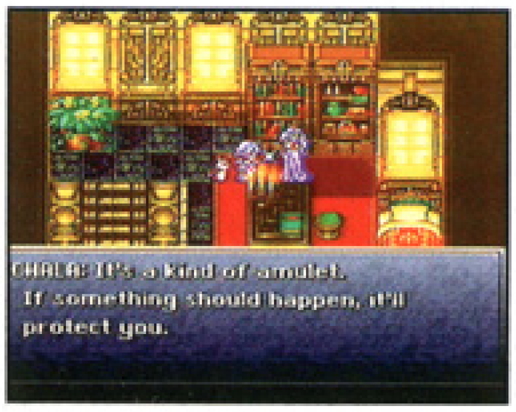
Black Rock

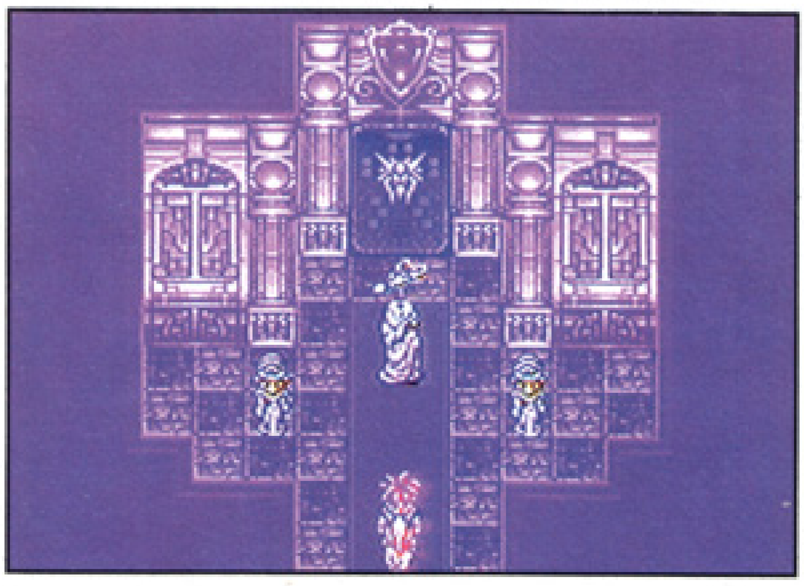


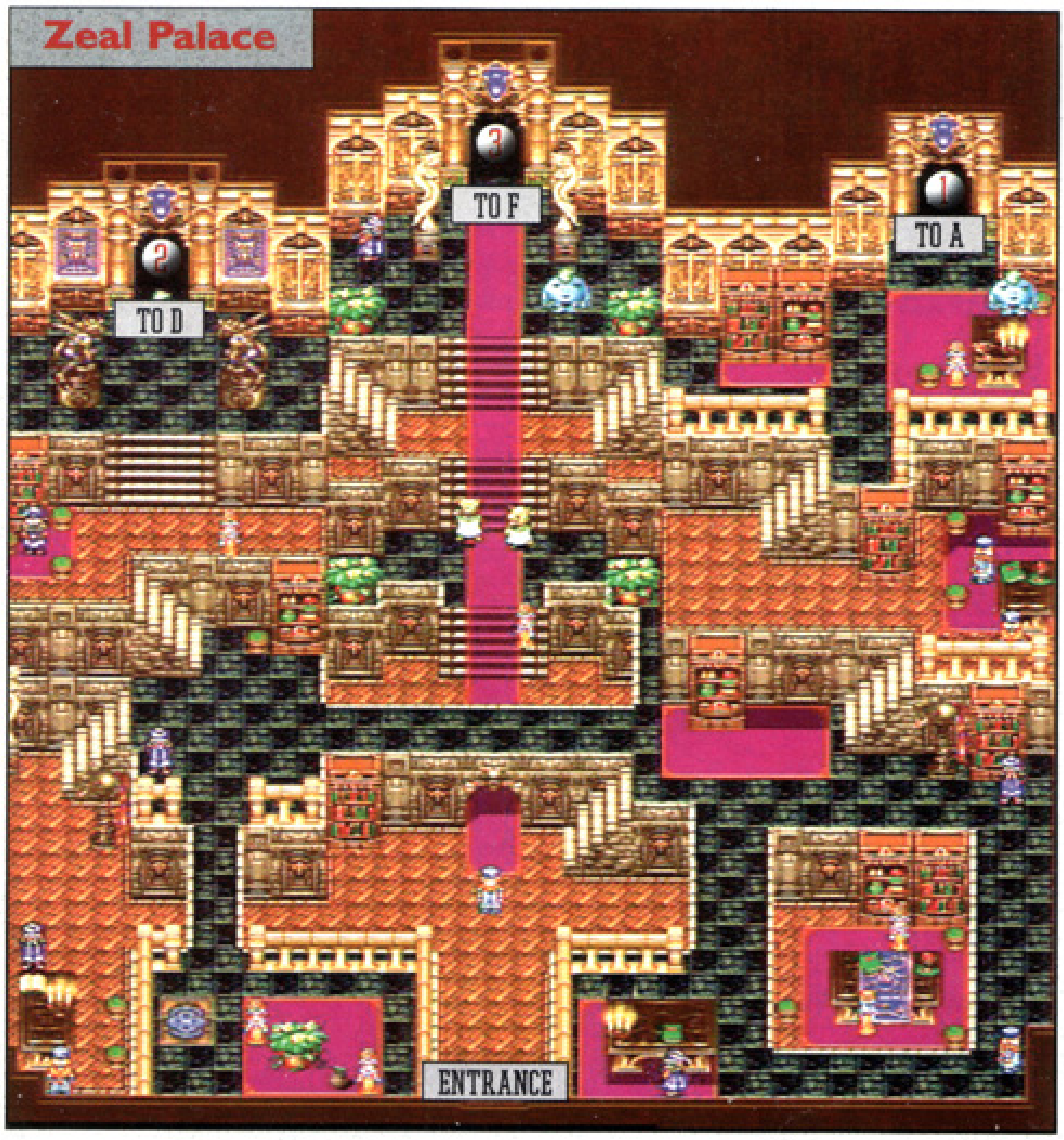
But a "Black Rock" is inside!

THE PALACE

Intrigue and danger greet your party when they arrive at Zeal Palace. The queen is not herself and evil lurks nearby. The queen wants a palace in the ocean at the source of magic.

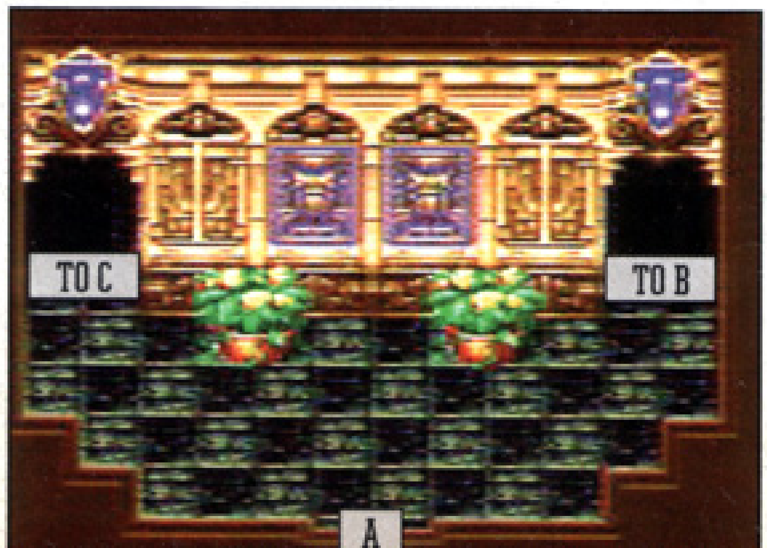

CHALA: It's a kind of amulet.
If something should happen, it'll
protect you.

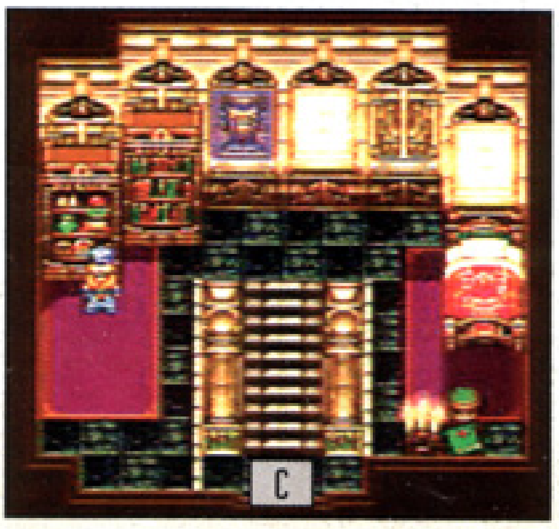


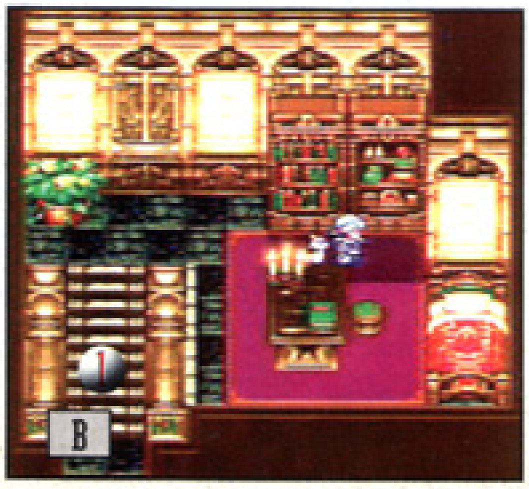


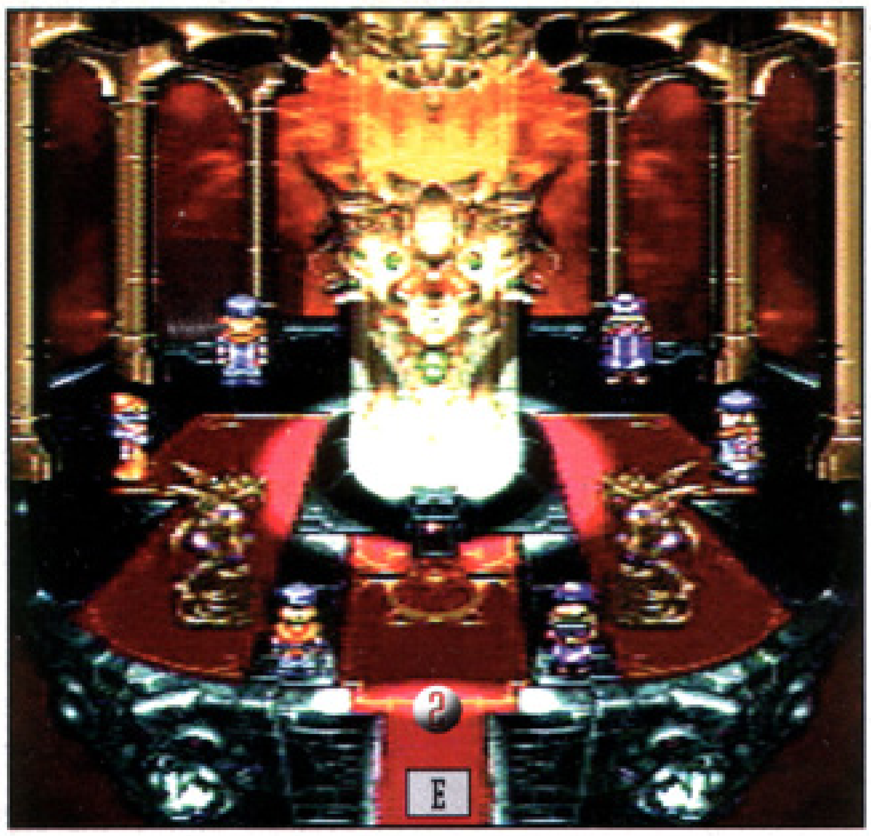
Things To Do

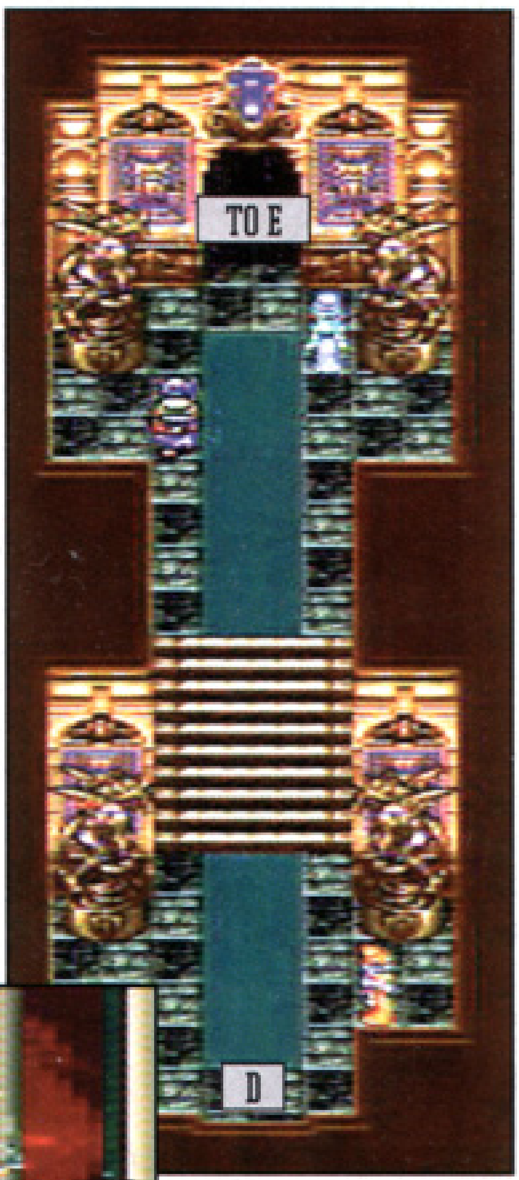
1. Talk to Schala and Janus, then follow Schala when she leaves. Watch her use her Pendant to open the door at G.
2. Face the Mammon Machine and press A to power up Marle's Pendant.
3. Use Marle's powered-up Pendant to open the sealed door, then enter to meet Dalton.
4. Fight the Golem that Dalton sics on you. Watch out for his Iron Orb--it can sap half of a character's HP with one use. Use Magic to protect against it.





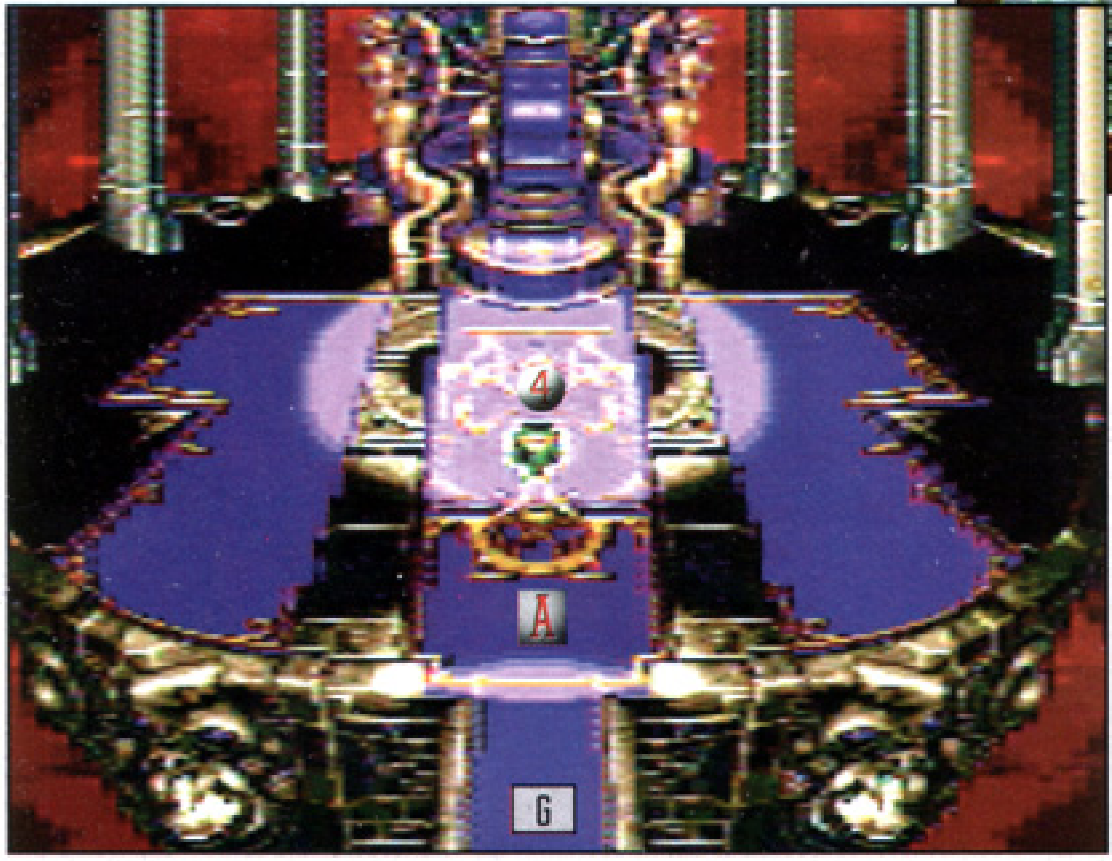


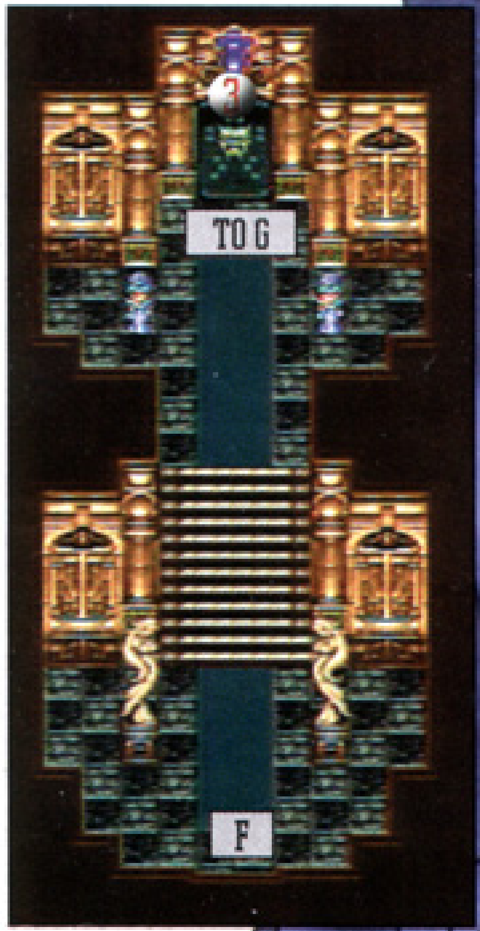




Enemies

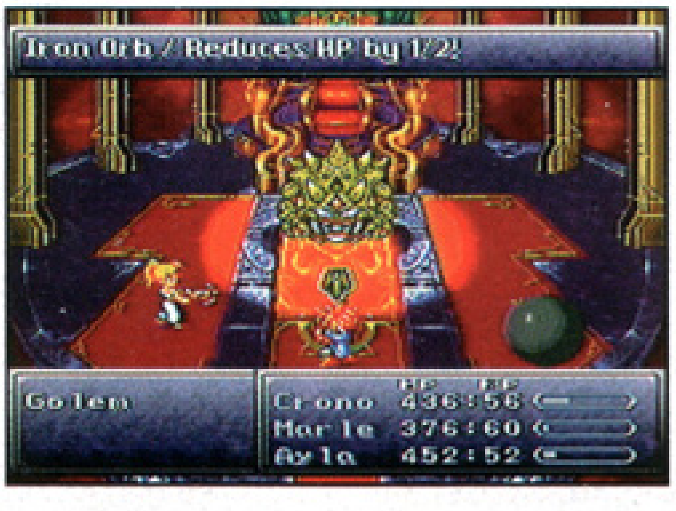
A 1 Golem





BACK IN THE PREHISTORIC

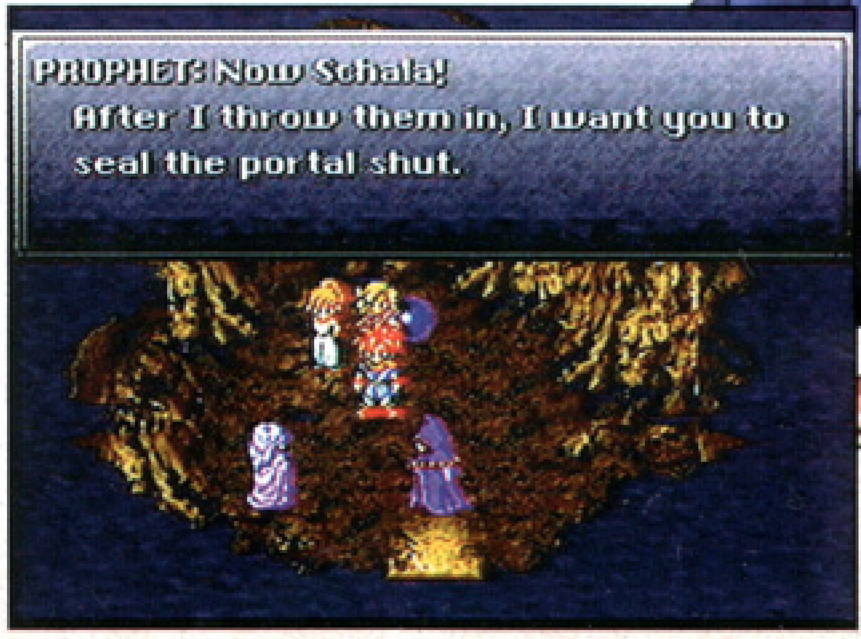
After being forced back through the Time Gate, your party will be transported to a site near the Mystic Mountains in 65,000,000 B.C. Hop a ride on the Dactyls to get around.



Iron Orb / Reduces HP by 1/2!

Golem

HP MP
Crono 436:56
Marle 376:60
Ayla 452:52



PROPHET: Now Schala!
After I throw them in, I want you to seal the portal shut.

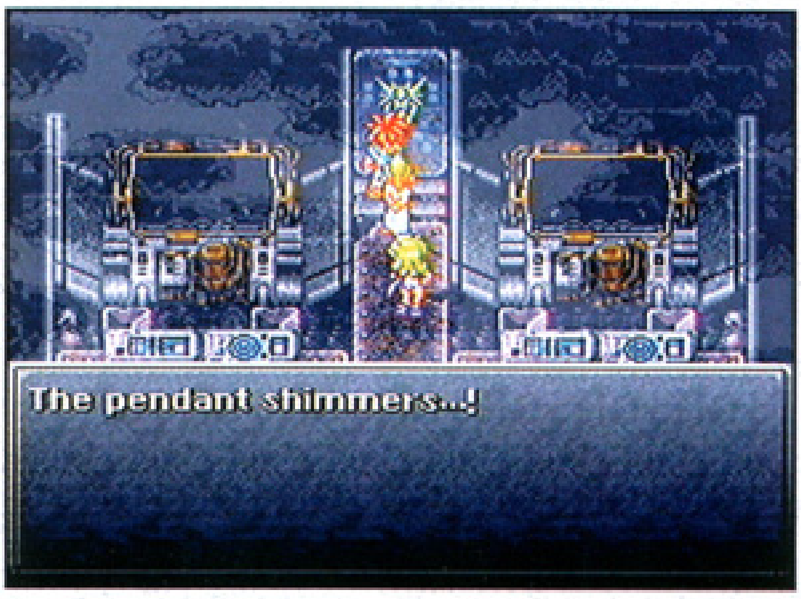
Step No. 19

Break the Seal

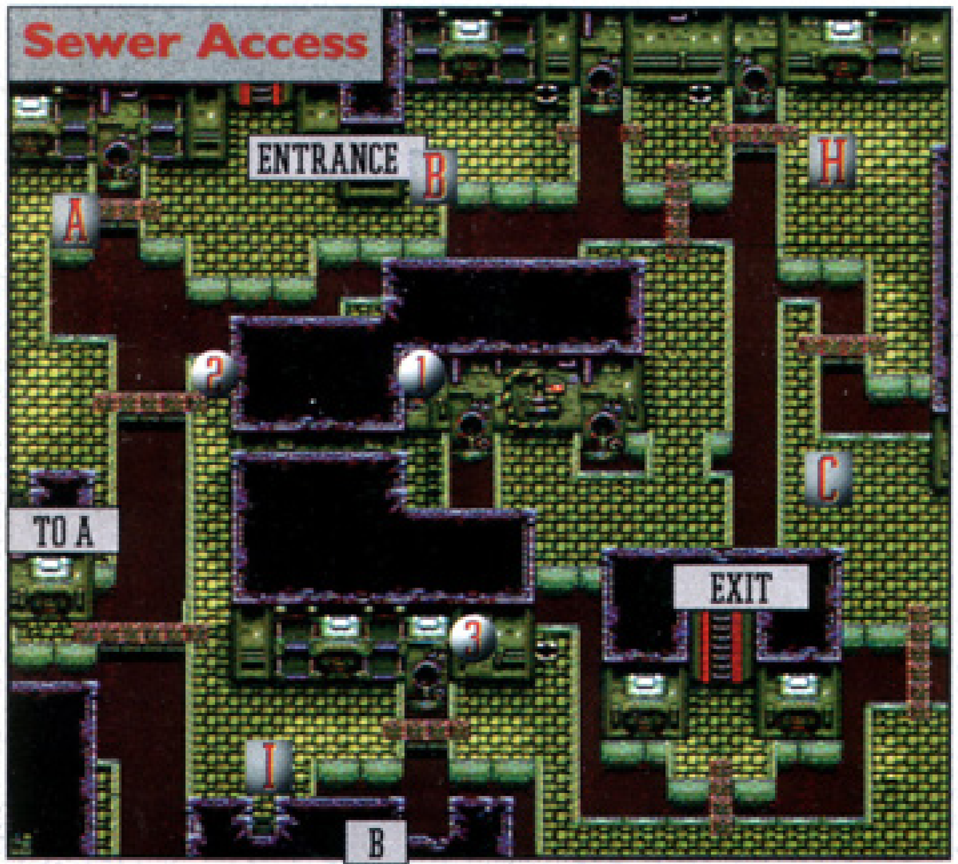
Go to the Mystic Mountains and return to The End of Time. From there, visit A.D. 2300 and enter the Sewer Access located next to the Arris Dome. The Epoch (the time machine) is in the Keeper's Dome.

POWER PENDANT

The doors and treasure chests that were once sealed can now be opened since your pendant has been powered up in Zeal. Return to the many locations you've already visited to find hidden secrets.



The pendant shimmers...!



Things To Do

1. Trip the switch to open the door on the other side of the drain.
2. Take the hidden tunnel to a door out of sight on the right.
3. Flip the switch here to make two new bridges appear.
4. Be careful! If you stop to pick anything up, enemies will attack.

Destinations

End of Time
When you return to the End of Time, the Elder will provide a valuable clue.

Proto Dome
Within Proto Dome, you can repair robots. You'll also be able to find a Time Gate.

Lab 32
Race Johnny on the Jet Bike or take a long hike through the tunnel.

Sewer Access
If a switch is on, you may be able to take a shortcut.

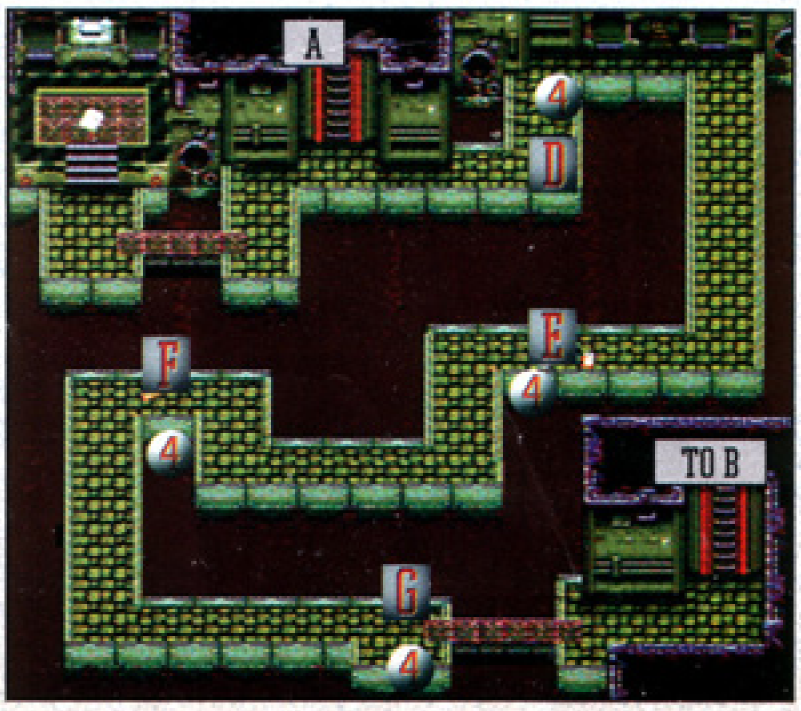
Keeper's Dome
Use Marle's Pendant to open the sealed doors inside the Dome. Behind one, you'll find the Epoch, a high-flying time machine.

Enemies

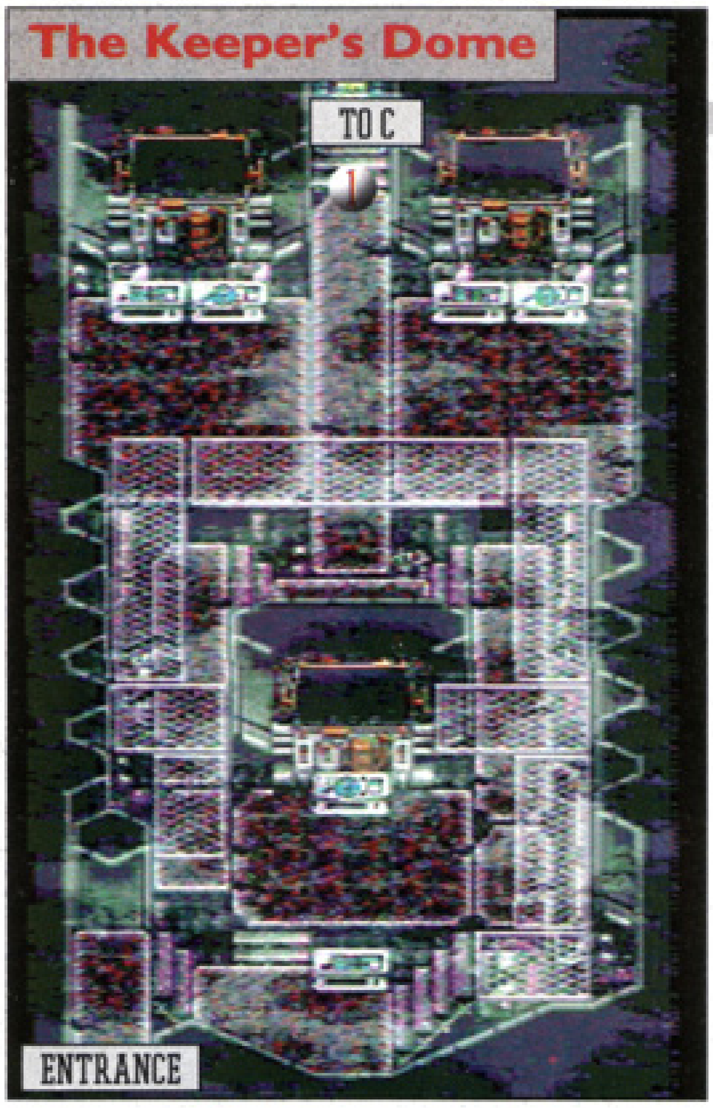
A	2 Nereids
B	2 Egders, 1 Nereid
C	2 Egders, 1 Nereid
D	3 Nereids
E	4 Nereids
F	1 Rat, 2 Nereids
G	3 Nereids
H	Sir Krawlie
I	2 Egders

SIR KRAWLIE

This slug of a guardian slithers through the Sewer Access waiting for potential heroes to tramp by. He's easy to defeat, but it may take awhile.

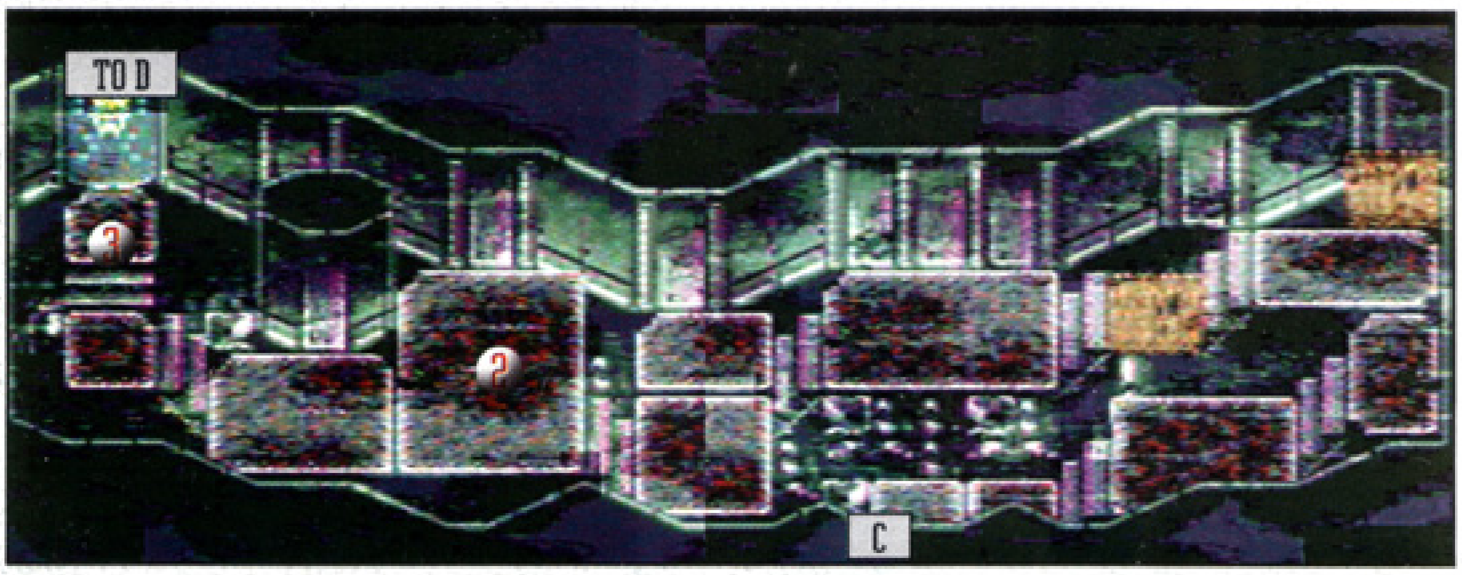


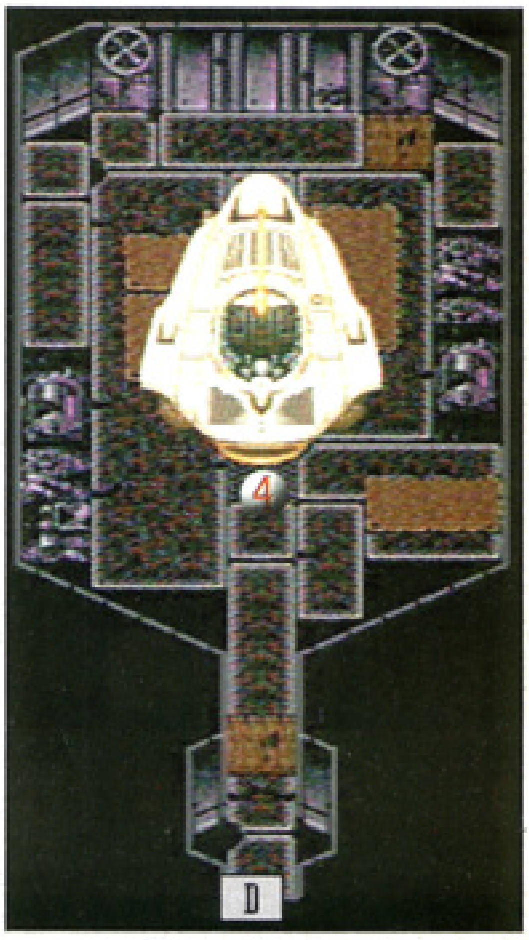
Att.
Comb
Item
Att.
Comb
Item
Att.
Comb
Item
HP
MP
436:56
376:57
452:52



Things To Do

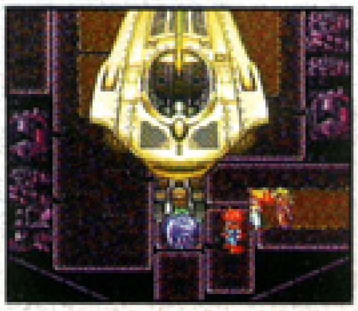
1. Use Marle's Pendant to open the sealed door.
2. Stop to pick up a Magic Tab where you see this shining spot.
3. Use the Pendant again to open the second sealed door.
4. Talk to the Nu to find out all about the Epoch.

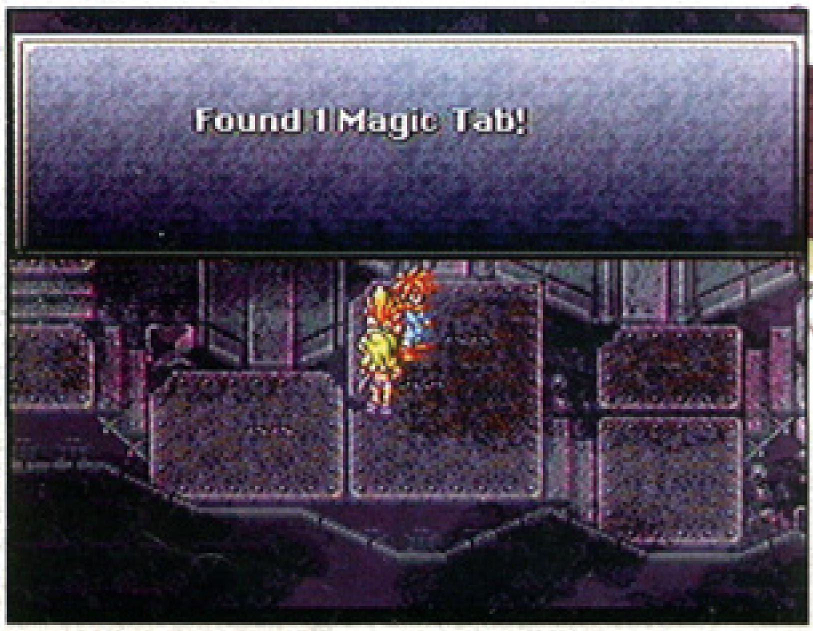


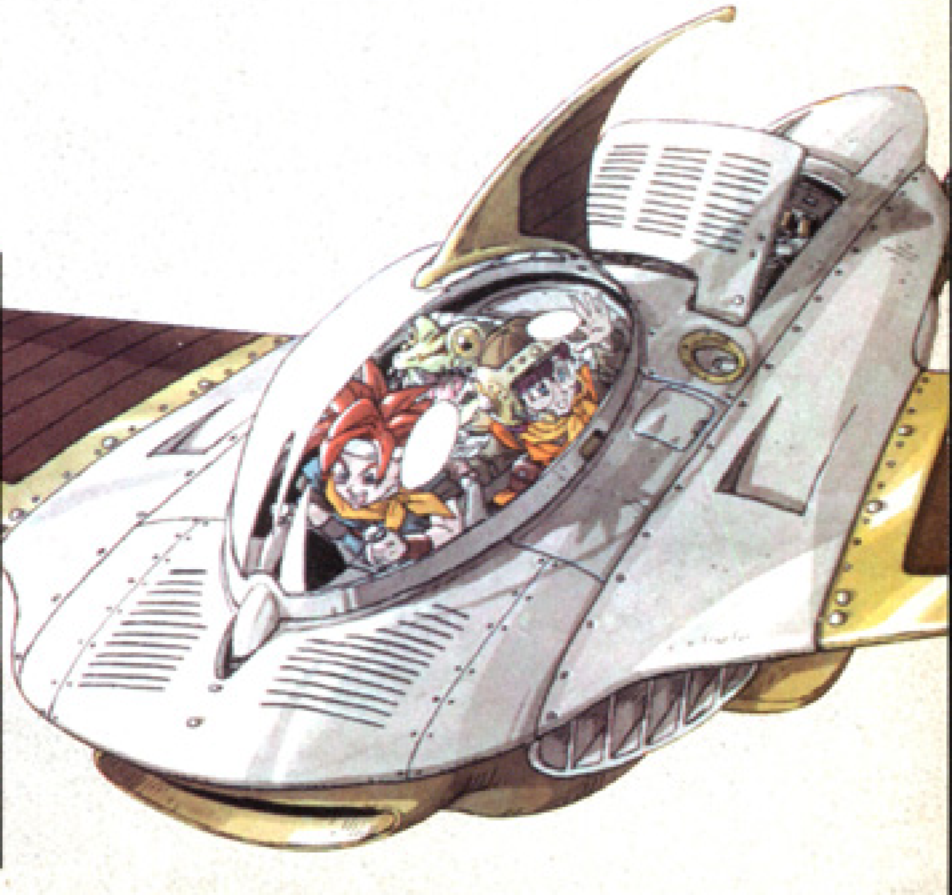


MAGIC TAB

Take the Epoch to the Keeper's Dome and go to location 2 on the above map. There you'll find a Magic Tab. Take it now, because you can't get it later.



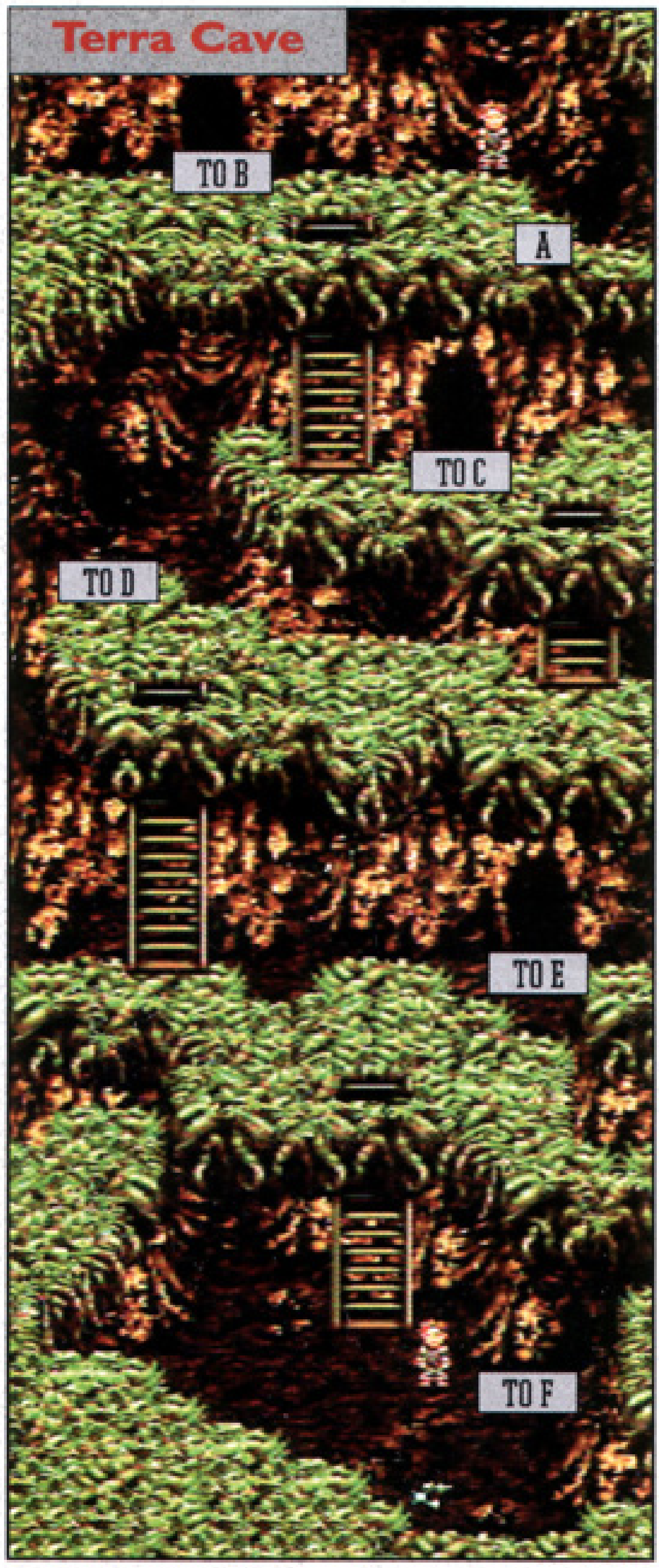

Found 1 Magic Tab!



Step 20

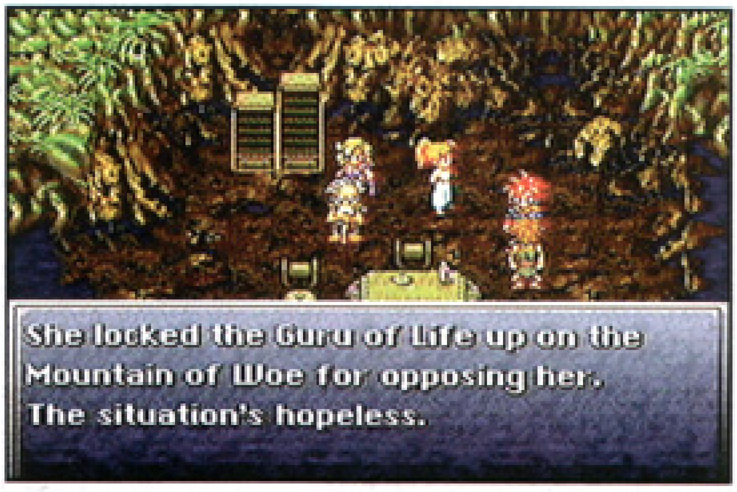
The Guru On Mt. Woe

Once he has the Epoch, Crono should return to Terra Cave and go up the chain to Mount Woe, where the Giga Gaia lurks. If you win the battle with the beast, you'll also find Schala and Melchior.



VILLAGE CHAT

The villagers reveal that Melchior can be found at the top of Mt. Woe. He'll give you the Ruby Knife if you defeat Giga Gaia. With the knife in hand, Crono can destroy the Mammon Machine.



She locked the Guru of Life up on the Mountain of Woe for opposing her. The situation's hopeless.

Destinations

Terra Cave

You will be told that the chains in Terra Cave connect it with Mt. Woe. Strap on your climbing shoes.

Beast Lair

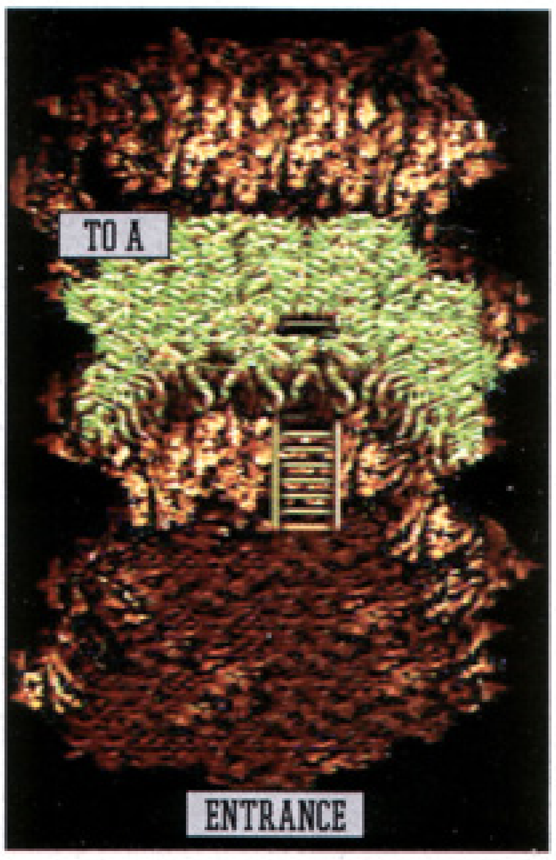
At the Beast Lair, kill the two beasts and continue up the chains to Mt. Woe.

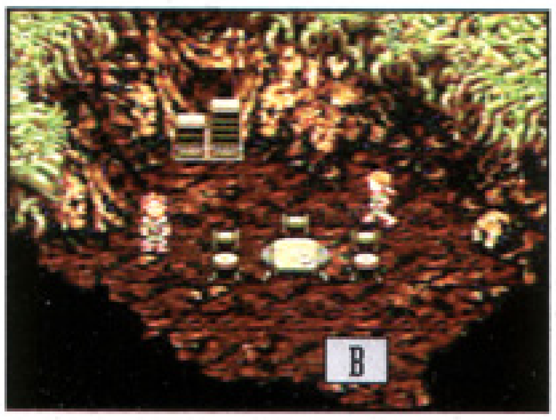
Mt. Woe

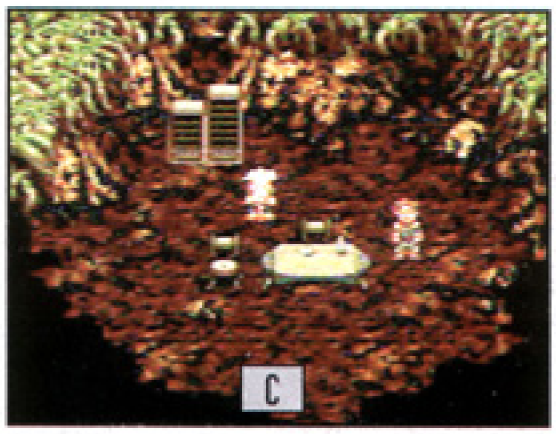
At the top of the mountain, conquer Giga Gaia, then get the Ruby Knife from Melchior.

Terra Cave

Schala will be kidnapped by Dalton and whisked away. Soon, you will lose an even closer ally.

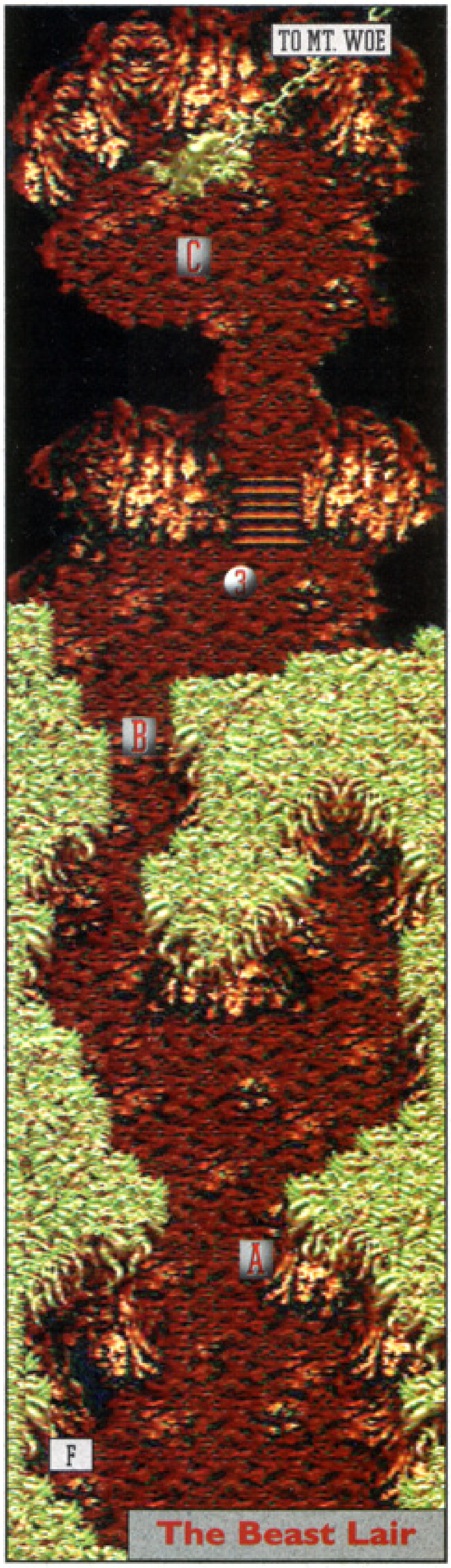






Market

Demon Edge	17,000	Tonic	10
Comet Arrow	7,800	Mid Tonic	100
Mega Blast	9,800	Full Tonic	700
Megaton Arm.	15,000	Heal	10
Flash Blade	18,000	Revive	200
Lumin Robe	6,500	5 Shelters	150
Flash Mail	8,500	Ether	800
Glow Helmet	2,300		


TO MT. WOE
C
3
B
A
F

The Beast Lair

Enemies

A 2 Beasts

B 2 Beasts

C Mud Imp, Blue Beast, Red Beast

BEASTIE BLOWS

Now, Crono and his friends face the Imp and its beasts. Use regular attacks and the Cube Toss against the Red Beast, then turn to the Blue Beast with Volt Bite and regular attacks. The Imp escapes once the beasts have been defeated.

Got 1x R'bow Helm!
Att.
Comb
Item
Att.
Comb
Item
Crono 461:56
Marle 448:68
Ayla 532:48

Ayla can steal the Rainbow Helmet from the Red Beast. The Imp has a Speed Tab and the Blue Beast has the Mermaid Cap.

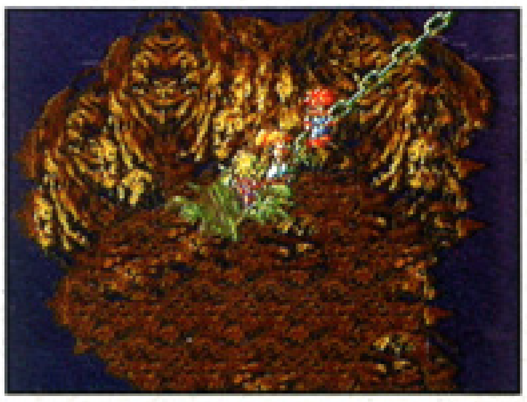
Got 1x MermaidCap!
Att.
Tech
Item
east
ast
p
HP MP
Crono 347:48
Marle 365:68
Ayla 472:39

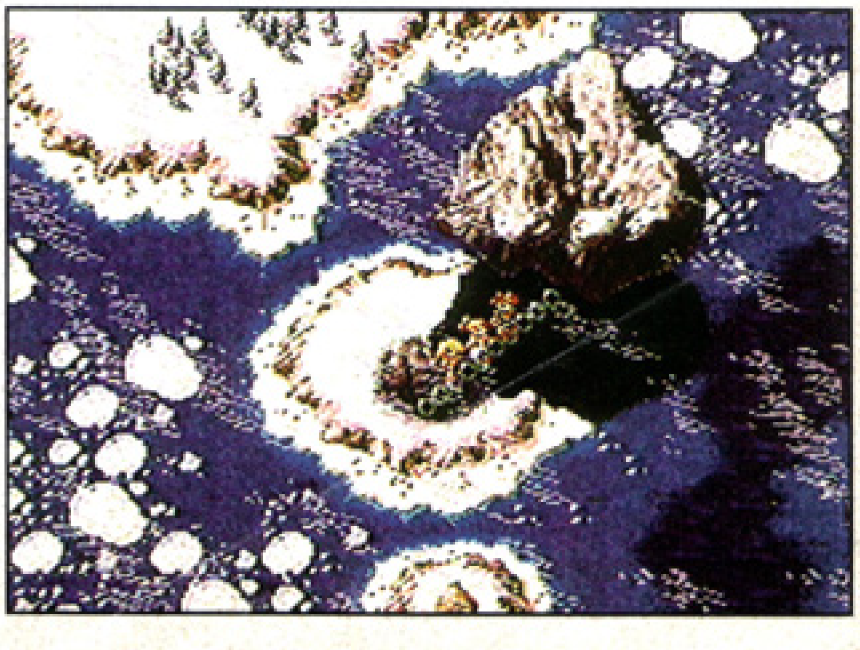
Things To Do

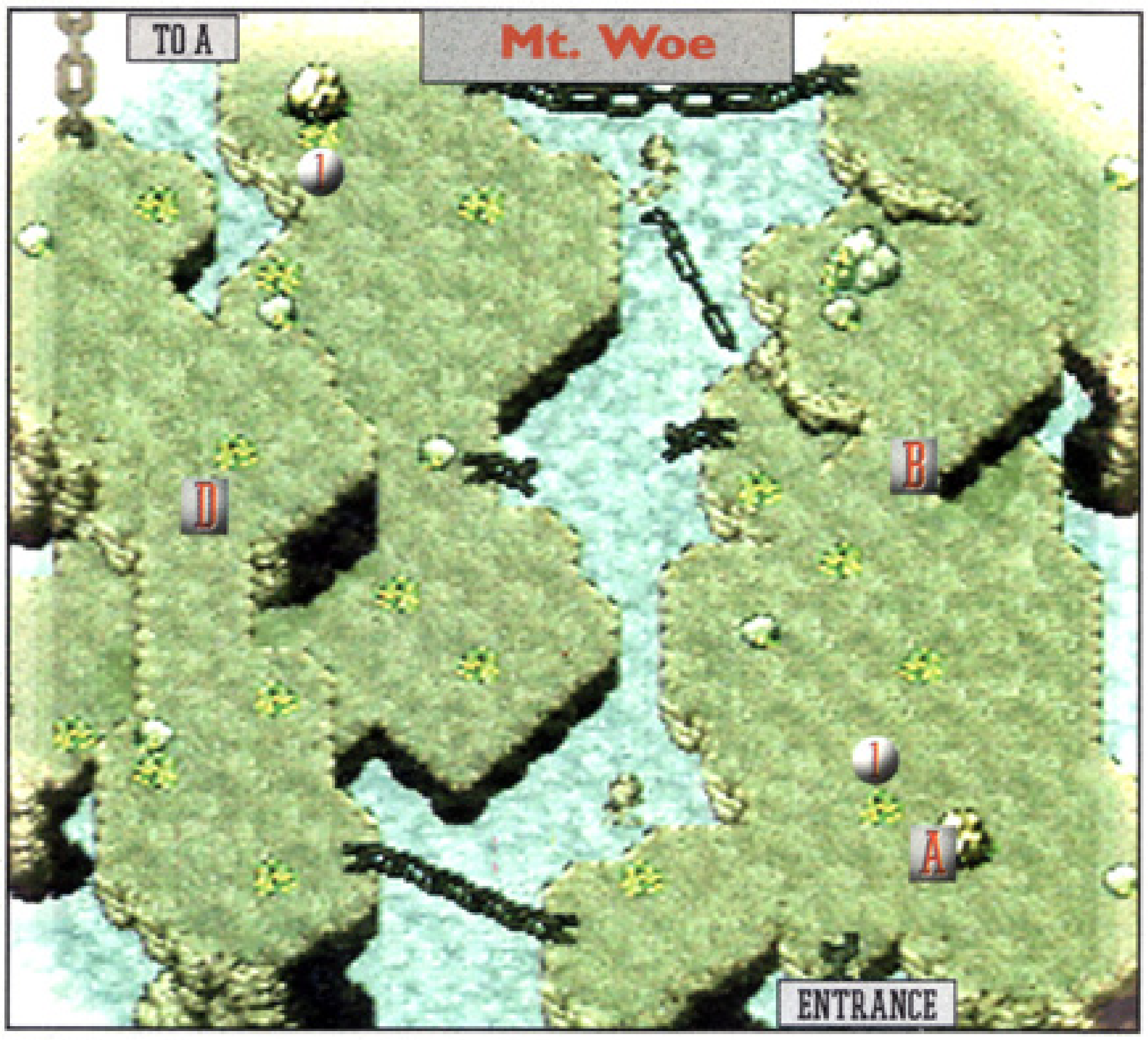
1. Stop at the shop and buy items and weapons. The shopkeeper has a good supply of useful things.
2. Stop at the Terra Cave Inn and rest your party before exploring the area and talking to the people.
3. Enter the Beast's Lair and battle the brawny inhabitants there. They're big and bad.

THE CHAIN GANG

Follow the chain up to Mount Woe, where Giga Gaia plots your downfall. The chain forms bridges that lead you upward. Crono and crew must first take out the Imp and his Beasts before ascending to the mountain. When you reach the Save Spot near the beginning of the climb, heal up your party and save the game.







EARNING TECH POINTS

Characters earn Tech Points every time they defeat enemies in battle. Once a character accumulates enough points, he or she earns a new battle or heal technique. This is one reason for you to use all of your party members. Dual and Triple techniques become available once characters earn the appropriate Single Techniques.

By the time you reach the top of Mt. Woe, all of your characters should have a skill level of 30.

Rubble
HP MP
Crono 520:64
Marle 448:68
Ayla 532:60

Rubble
HP MP
Crono 415:64
Marle 345:68
Ayla 511:60

Lock All / Can't use techs or items!

Things To Do

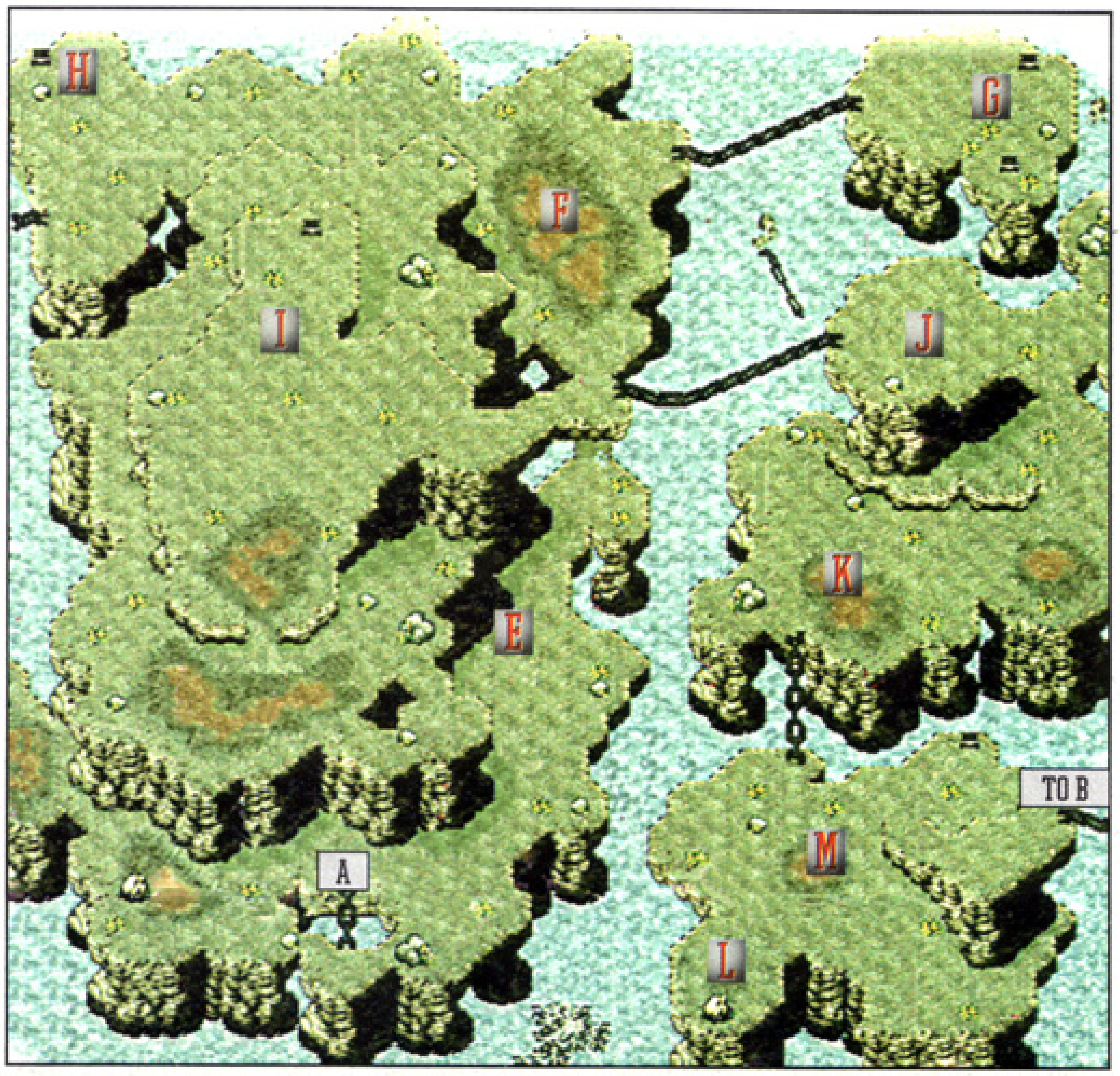
1 Earn Tech Points by fighting foes on Mount Woe.

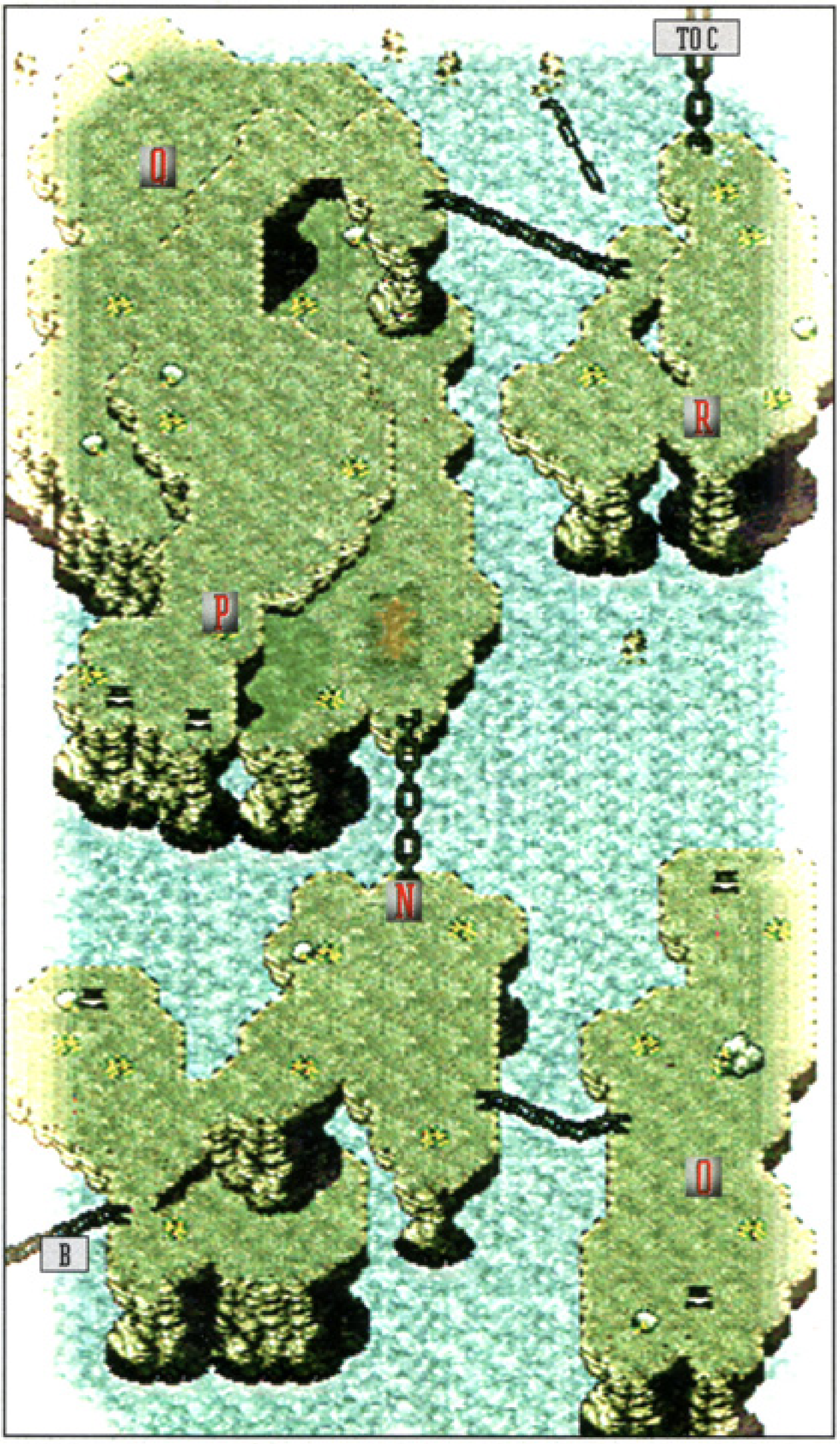
Treasures

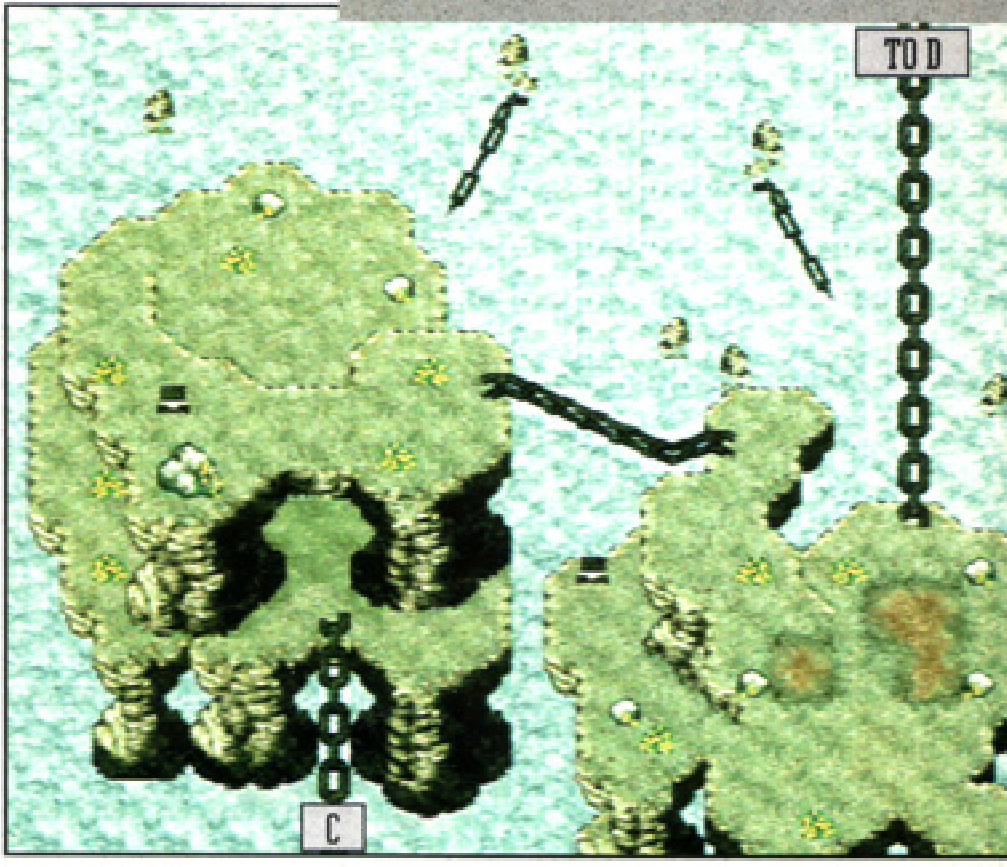
Lode Helmet
2 Shields
2 Lapis
Shelter
Magic Tab
Lode Vest
3 Barriers
2 Full Ethers
Time Hat

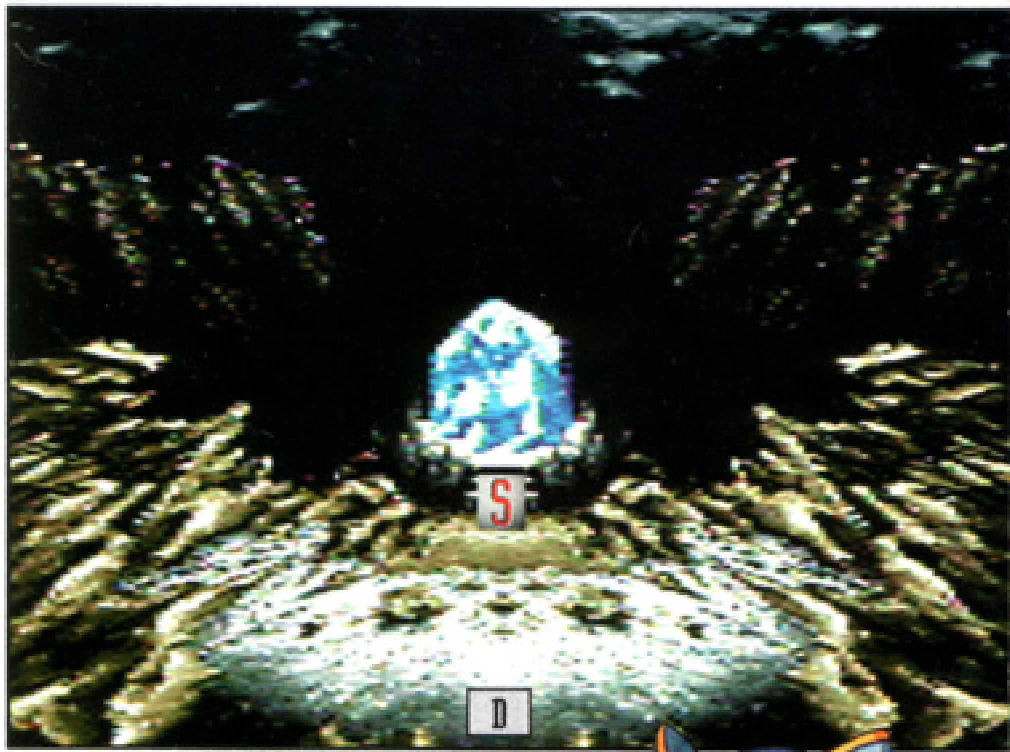
Enemies

A	1 Rubble
B	2 Bantam Imps
C	1 Rubble
D	2 Bantam Imps
E	2 Gargoyles
F	2 Bantam Imps, 1 Gargoyle
G	1 Rubble
H	4 Gargoyles
I	2 Bantam Imps
J	2 Stone Imps, 2 Gargoyles
K	2 Bantam Imps, 2 Gargoyles
L	1 Rubble
M	4 Gargoyles
N	4 Maneaters
O	3 Gargoyles
P	2 Maneaters, 4 Gargoyles
Q	1 Rubble
R	3 Gargoyles
S	Giga Gaia





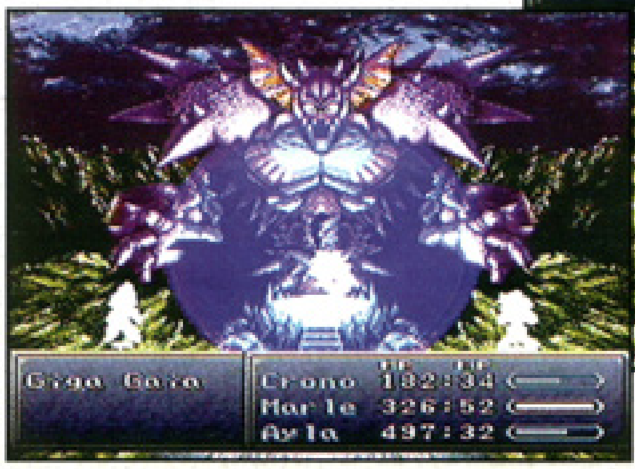




GANG UP ON GIGA GAIA

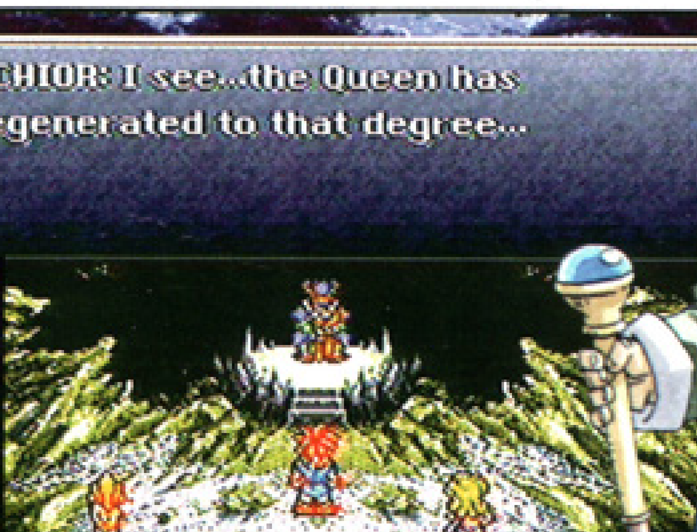
Crono, Ayla and Marle make the best team. Destroy the right hand first so it can't heal itself.

In the end, it turns out that the guru on Mt. Woe is your old friend, Melchior, who once again helps the cause by giving you a special weapon. The Ruby Knife can destroy the Mammon Machine.

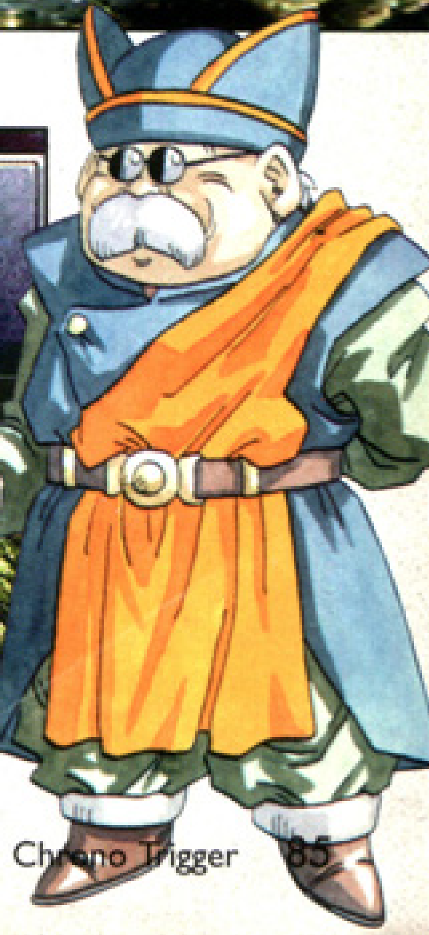


Giga Gaia

	HP	MP
Crono	182	34
Marle	326	52
Ayla	497	32



MELCHIOR: I see...the Queen has degenerated to that degree...



Step 21

What Lies Beyond?

There is no rest in store for Crono. In this episode, he returns to Zeal Palace in pursuit of Dalton, who has kidnapped Schala.

Destinations

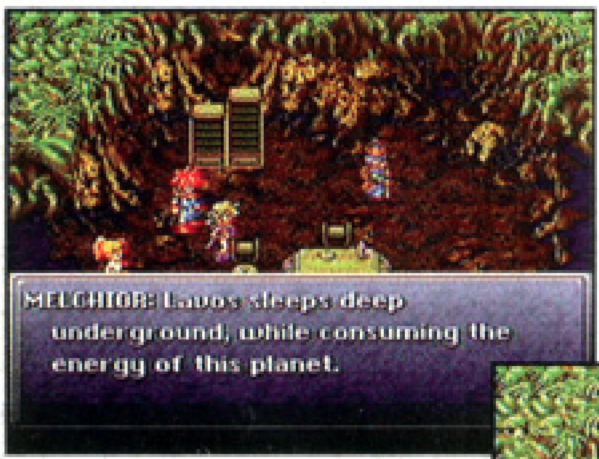
Skyway
Go from Terra Cave to the Skyway in the southeast. Teleport from there to Enhasa, on a floating island.

Land Bridge
Walk up from Enhasa to a warp that will take you back to earth. Go straight up to another Skyway.

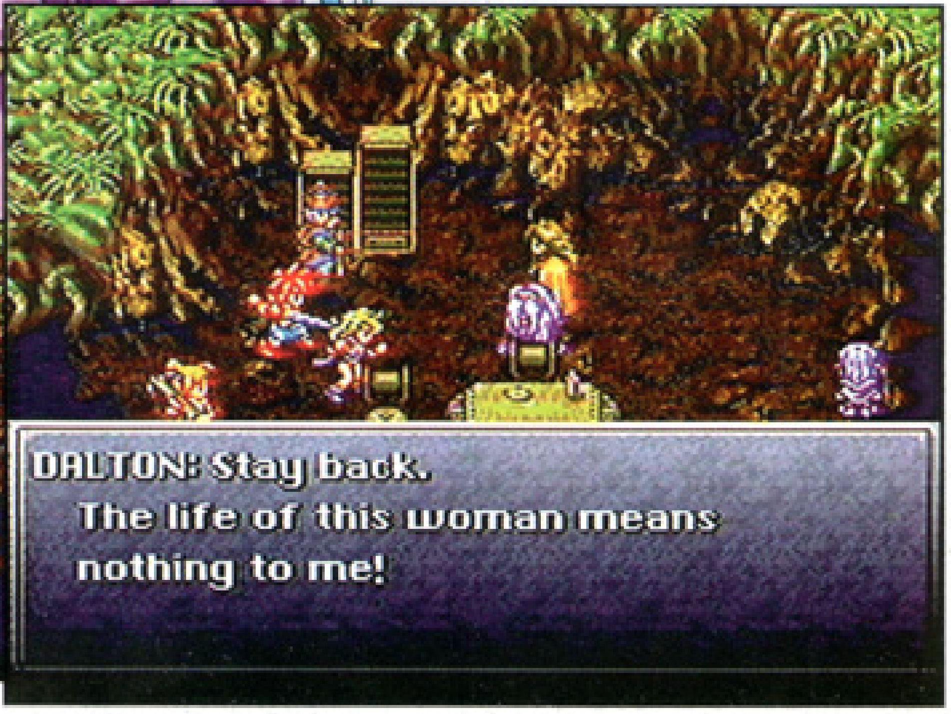
Skyway
Take the Skyway to another, larger floating island. Teleport through the caves to reach Zeal Palace.

CHASE DALTON DOWN

Crono managed to rescue Melchior from Dalton, but he certainly wasn't going to stick around for any more of his antics. Before pursuing him, return to Terra Village and talk to everyone. The villagers will be relieved that Giga Gaia will no longer be a threat, and some of them will have advice for you. Just before Dalton swept her away, Schala broke the seal that had enclosed Zeal Palace. Your next order of business will be to return to the palace and find Dalton. Begin by finding the first Skyway southeast of Terra Cave.



MELCHIOR: Lavos sleeps deep underground, while consuming the energy of this planet.

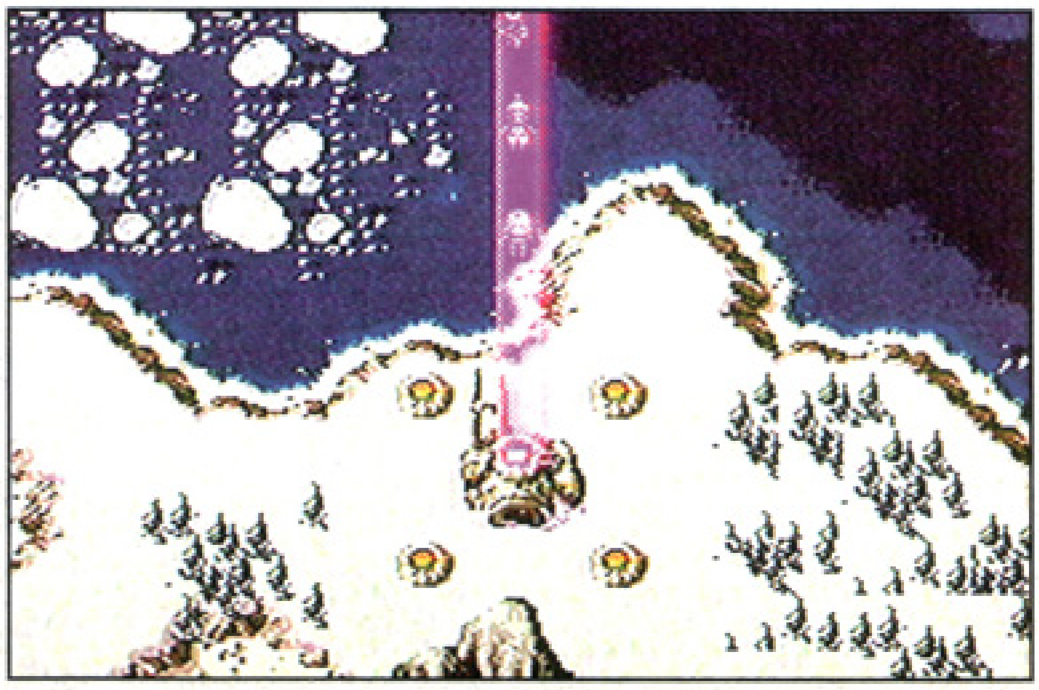


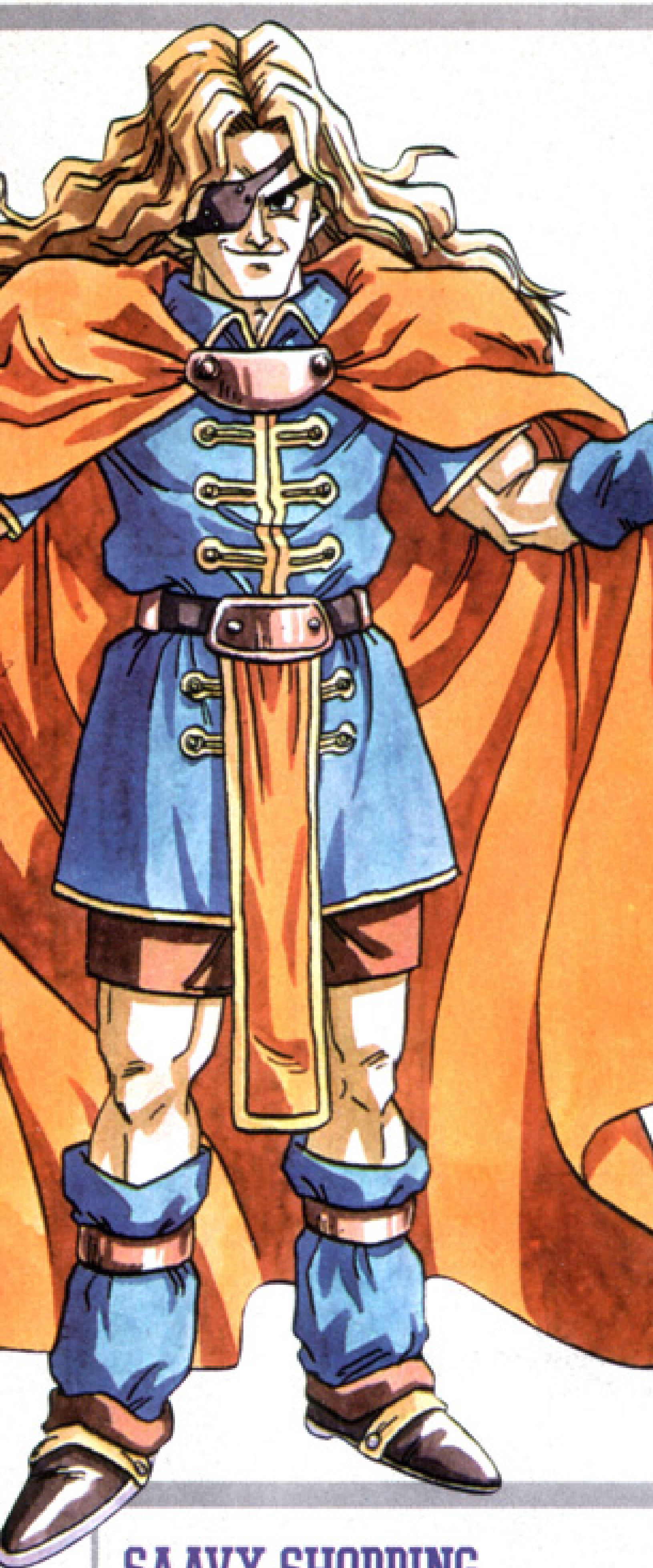
DALTON: Stay back.
The life of this woman means nothing to me!

BACK TO ZEAL PALACE

Schala broke the seal. Go back to Zeal Palace, teleporting between Skyways, Land Bridges and earth until you reach the cave leading to the palace.

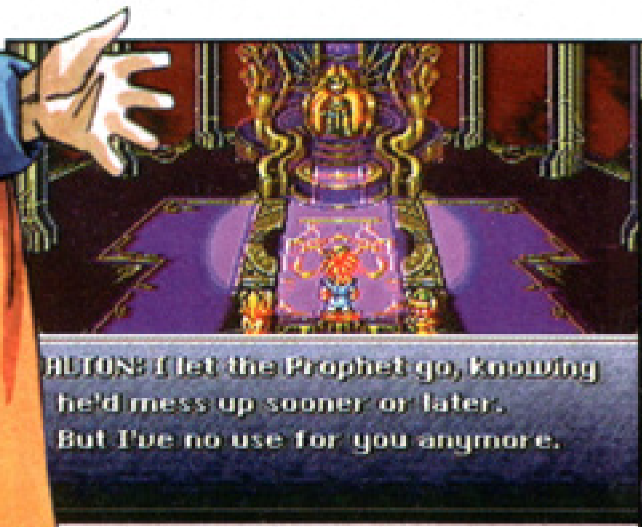
HIOR: But we must save Schala, or
se...



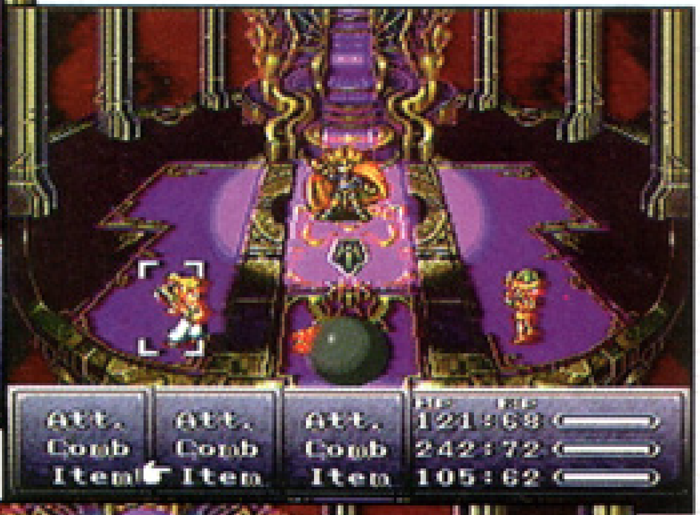


THE WILY WIZARD

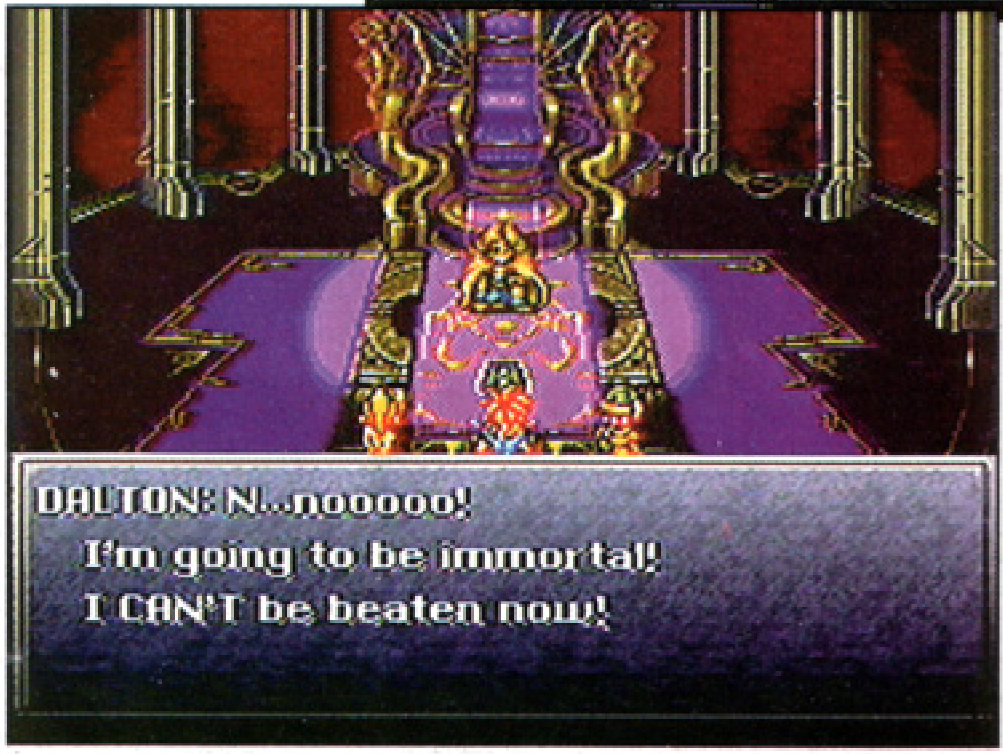
Enter the Queen's chambers and prepare to battle Dalton. This wizard knows his magic—to beat him, you must take full advantage of your magic attacks. Dalton's Iron Ball attack cuts a character's HP in half instantly. Counter with attacks like Ice 2 and Volt Bite. When you beat him, he'll open a teleport path to the Ocean Palace.



ALTON: I let the Prophet go, knowing he'd mess up sooner or later.
But I've no use for you anymore.



Att. Comb Item
Att. Comb Item
Att. Comb Item
HP MP
121:68
242:72
105:62



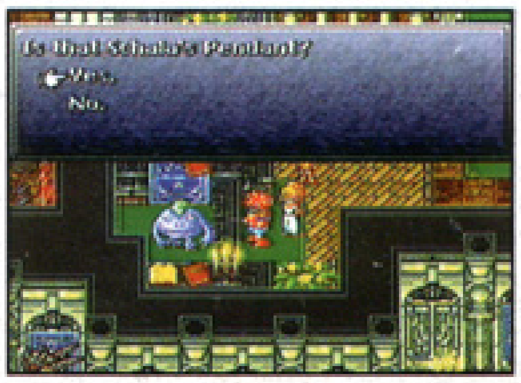
DALTON: N...nooooo!
I'm going to be immortal!
I CAN'T be beaten now!

SAAVY SHOPPING

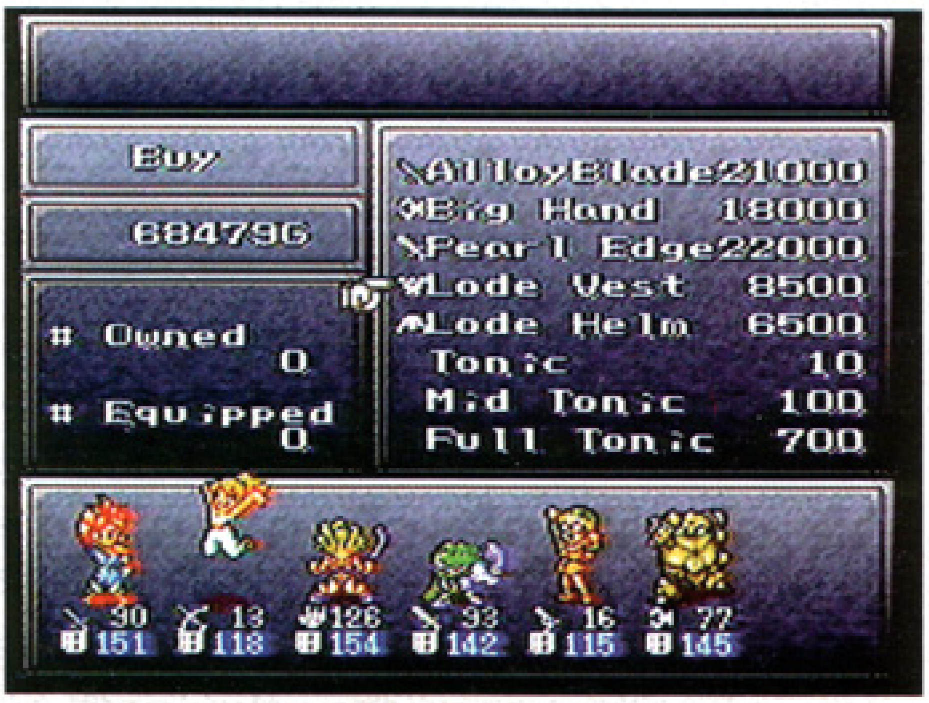
The Nu who runs the store is a contrary sort. If you answer "yes" when he asks if you're buying, he won't sell, but if you answer "no" when he asks, he'll sell his goods. He offers the expensive items that top the list only after you defeat the Giga Gaia.

Market

Alloy	21,000
Big Hand	18,000
Pearl Edge	22,000
Lode Vest	8,500
Lode Helmet	6,500
Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800



Is that Schala's Pendant?
Yes.
No.



Buy
684796
# Owned 0
# Equipped 0

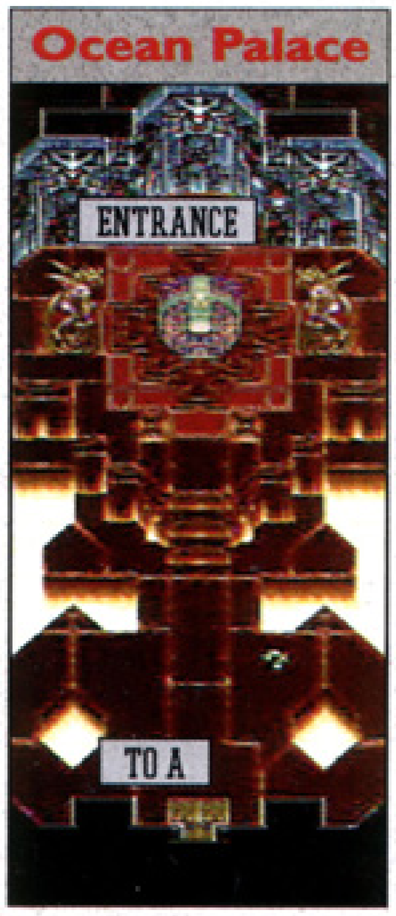
AlloyBlade	21000
Big Hand	18000
Pearl Edge	22000
Lode Vest	8500
Lode Helm	6500
Tonic	10
Mid Tonic	100
Full Tonic	700

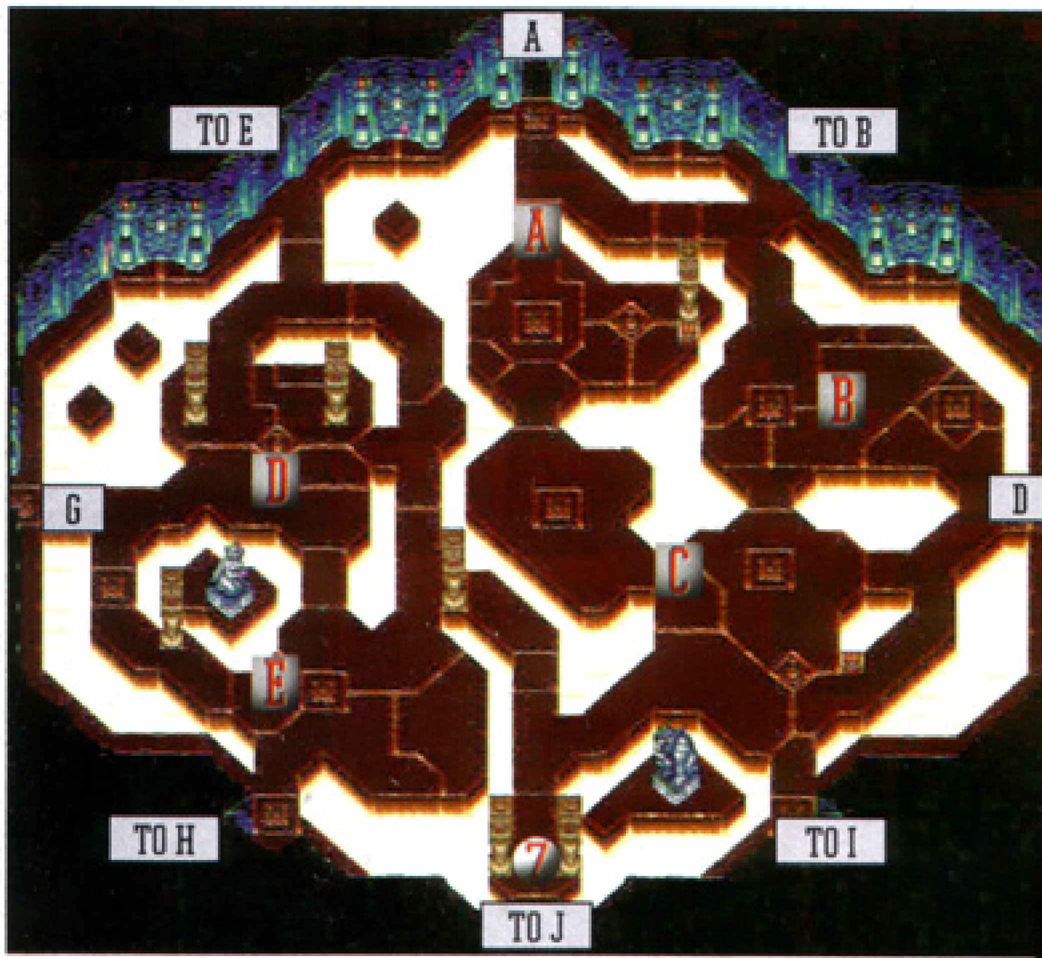
30 151
13 118
126 154
93 142
16 115
77 145

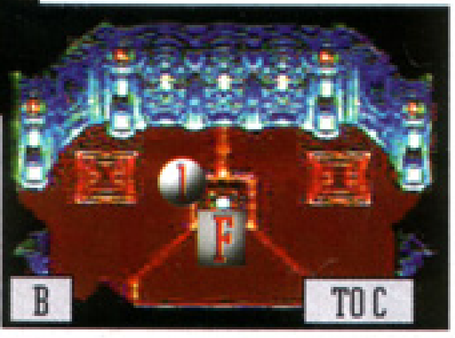
Step 22

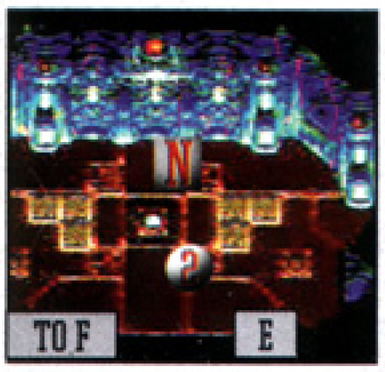
Lavos Beckons

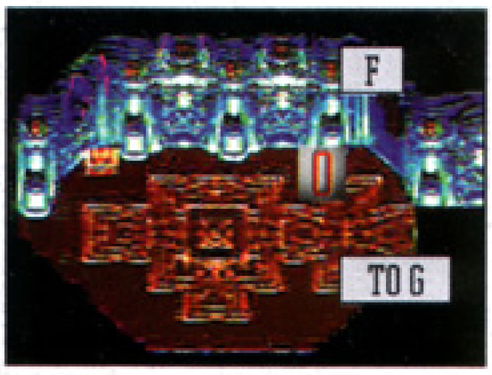
The Ocean Palace is a complex, floating maze. There are many switches to trip, and it's sometimes hard to tell what a switch does before you flip it. The enemies here are powerful and plenty.

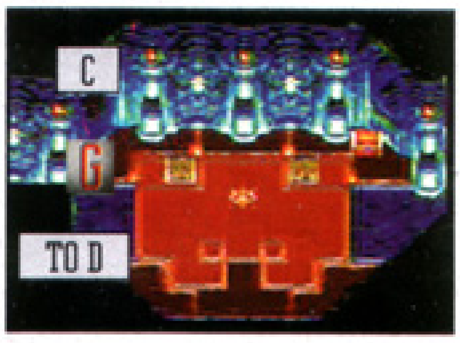












Destinations

Zeal Palace
As soon as you defeat Dalton, a warp zone leading to the Ocean Palace will appear. Step in to transport.

Ocean Palace
Eventually, you'll meet Lavos in a brutal battle that is doomed from the beginning. He will destroy Crono.

The Last Village
The team awakes in the Last Village—without Crono. Seek help from the Elder on the north end of the Commons.

Things To Do

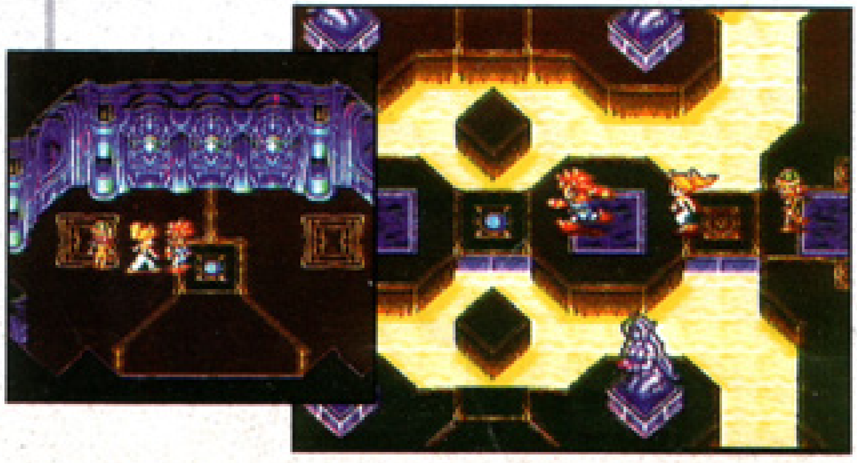
Make bridges appear by activating all switches.

Treasures

Rune Blade
Aeon Suit
Aeon Helmet
Kaiser Arm
Sonic Arrow
Star Sword
Elixer
Demon Hit
Magic Tab

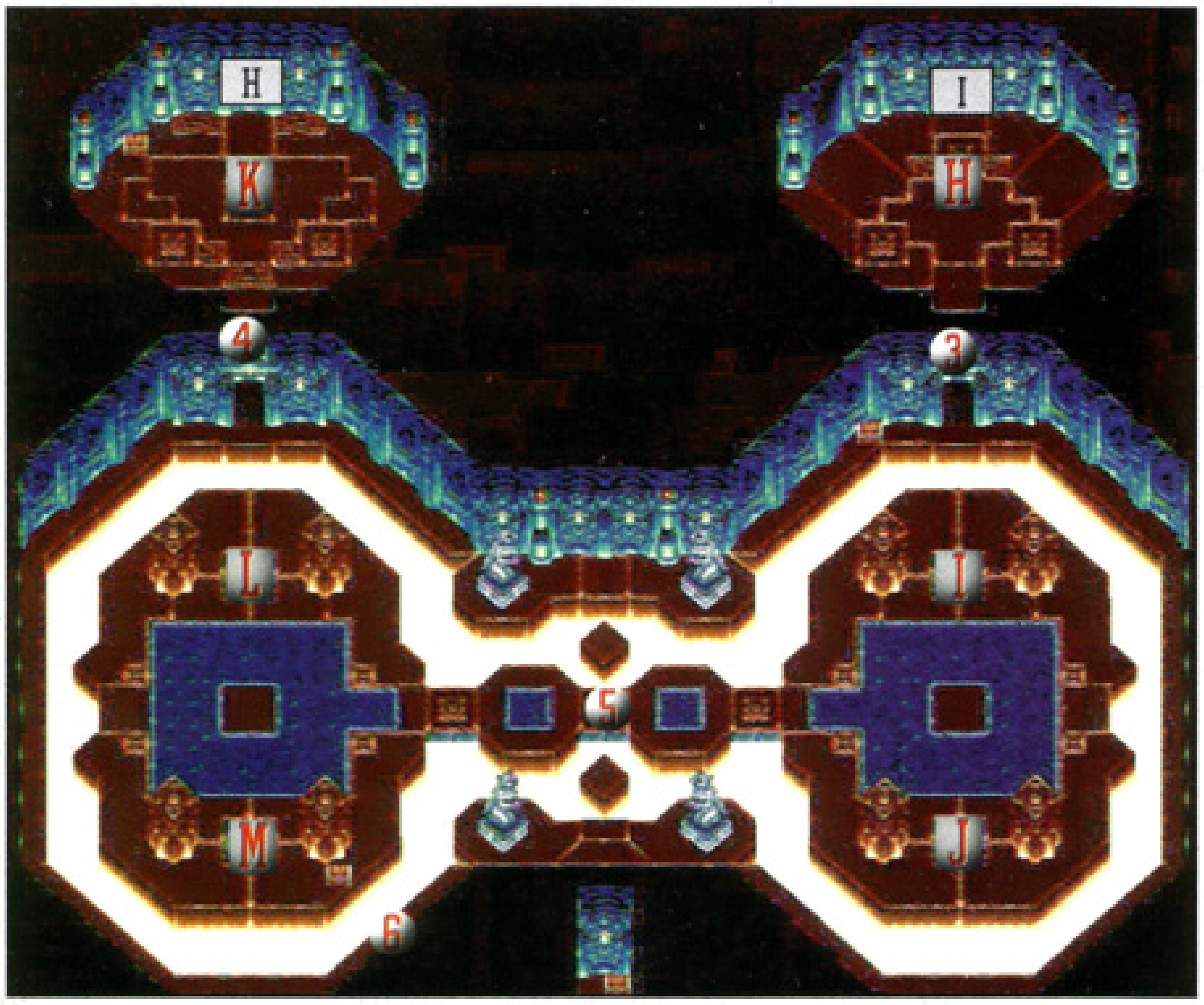
SWITCH ON

Throughout the Ocean Palace you will discover switches. Turn on switch 1 to activate the bridge to enter location 3 on the map. Use switch 2 to eventually reach 4 on the map, and activate switch 5 to pass through at point 7.



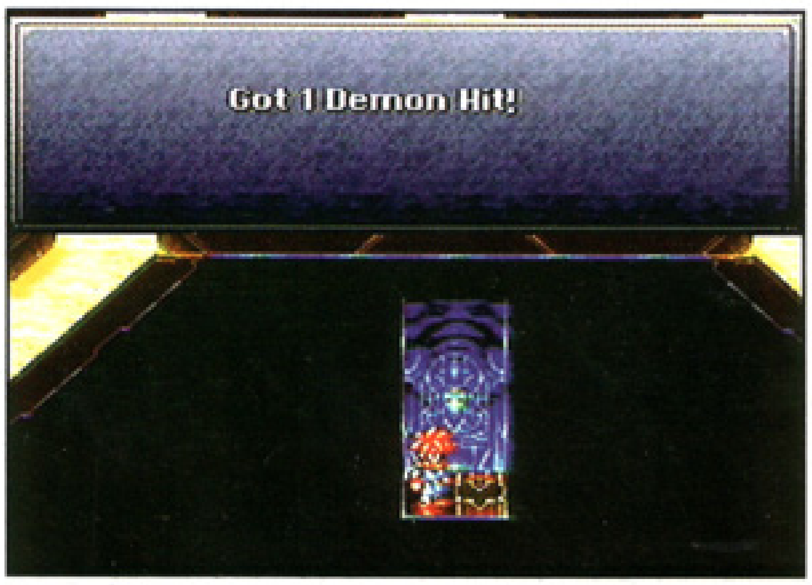
Enemies

A	2 Scouts
B	3 Red Scouts
C	2 Scouts
D	2 Blue Scouts
E	1 Mage, 2 Scouts
F	1 Jinn, 1 Barghest
G	2 Red Scouts, 1 Mage
H	2 Blue Scouts
I	1 Mage, 1 Blue Scout, 1 Red Scout
J	1 Mage, 1 Blue Scout, 1 Red Scout
K	1 Red Scout
L	1 Mage, 1 Blue Scout, 1 Red Scout
M	1 Mage, 1 Blue Scout, 1 Red Scout
N	1 Jinn, 1 Barghest
O	2 Blue Scouts, 1 Mage

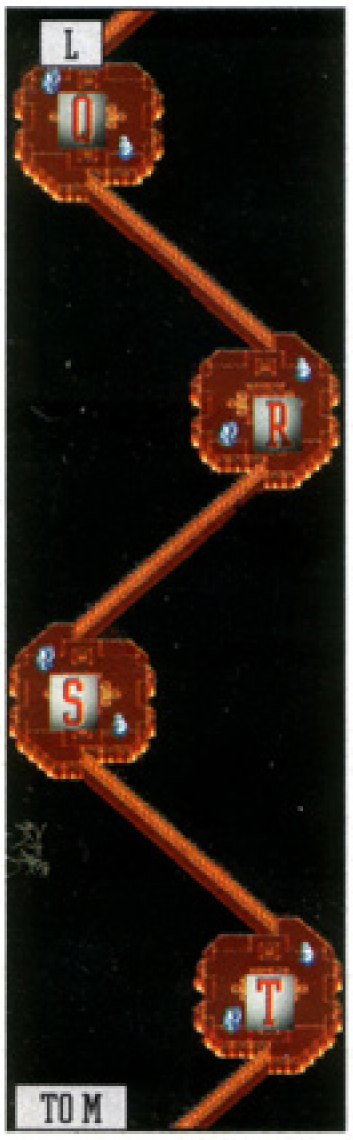


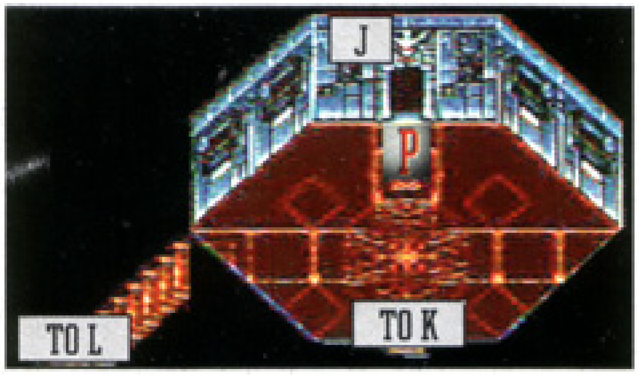
GET THE DEMON HIT

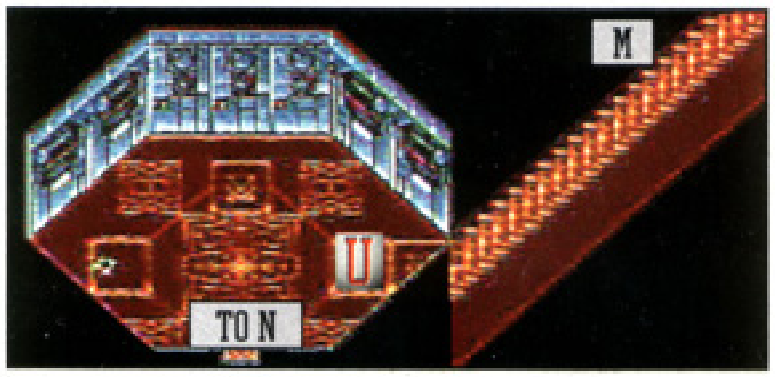
Enter this section from H and follow the path to the left side of the room. Work your way to the bottom and proceed through the hidden passage at point 6. There's a hidden treasure chest with the Demon Hit inside.

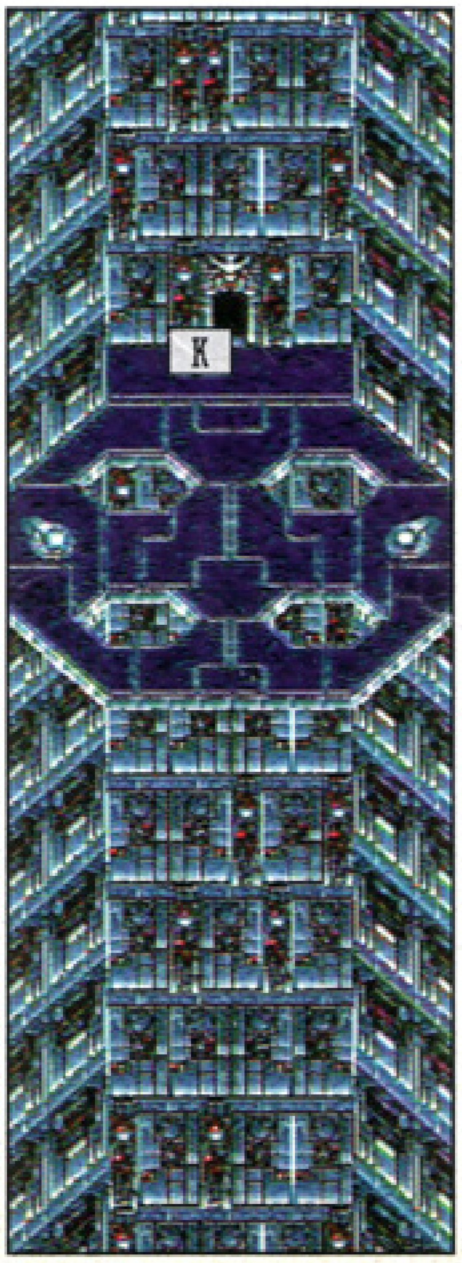


Got 1 Demon Hit!



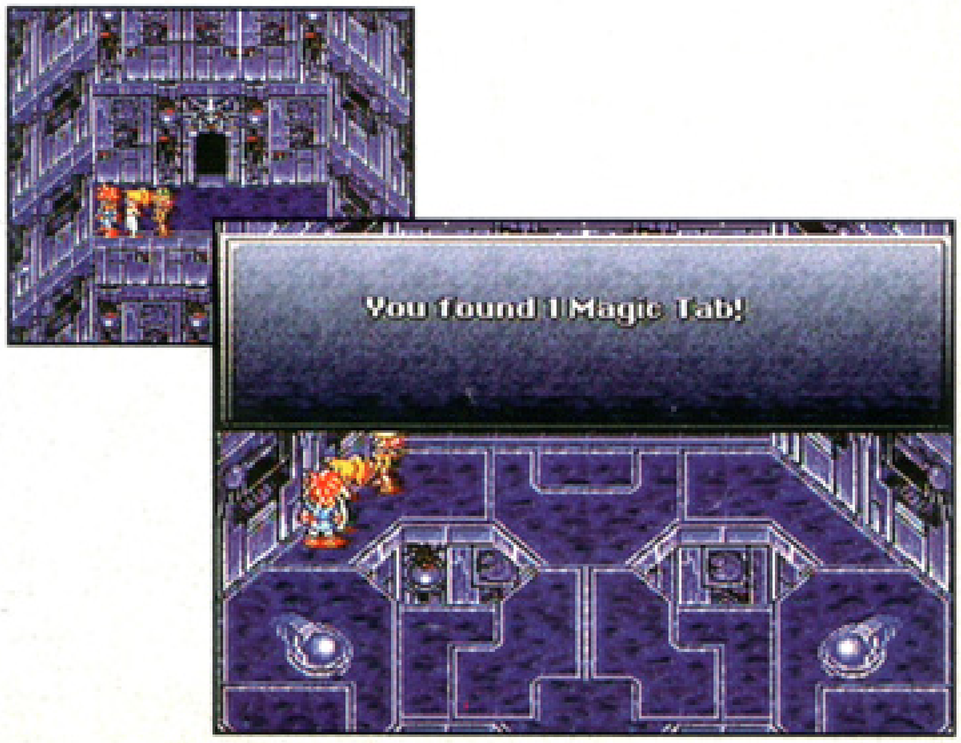






PICK UP THE MAGIC TAB

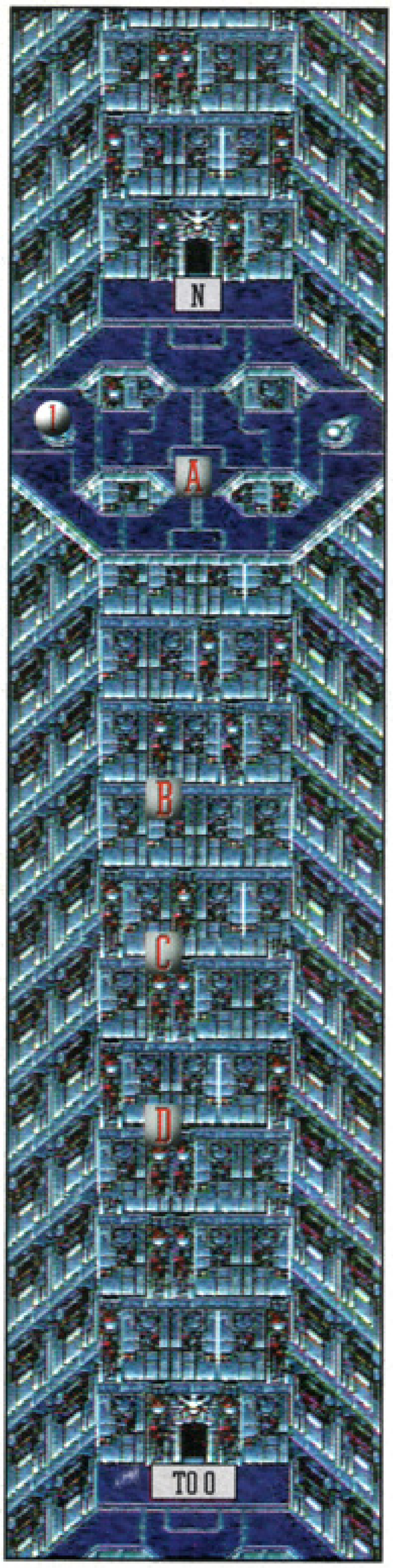
Go through K and find a ledge at the top of an empty elevator shaft. Later you'll be able to take an elevator back to K. Look for the small sparkle of a Magic Tab on the left.

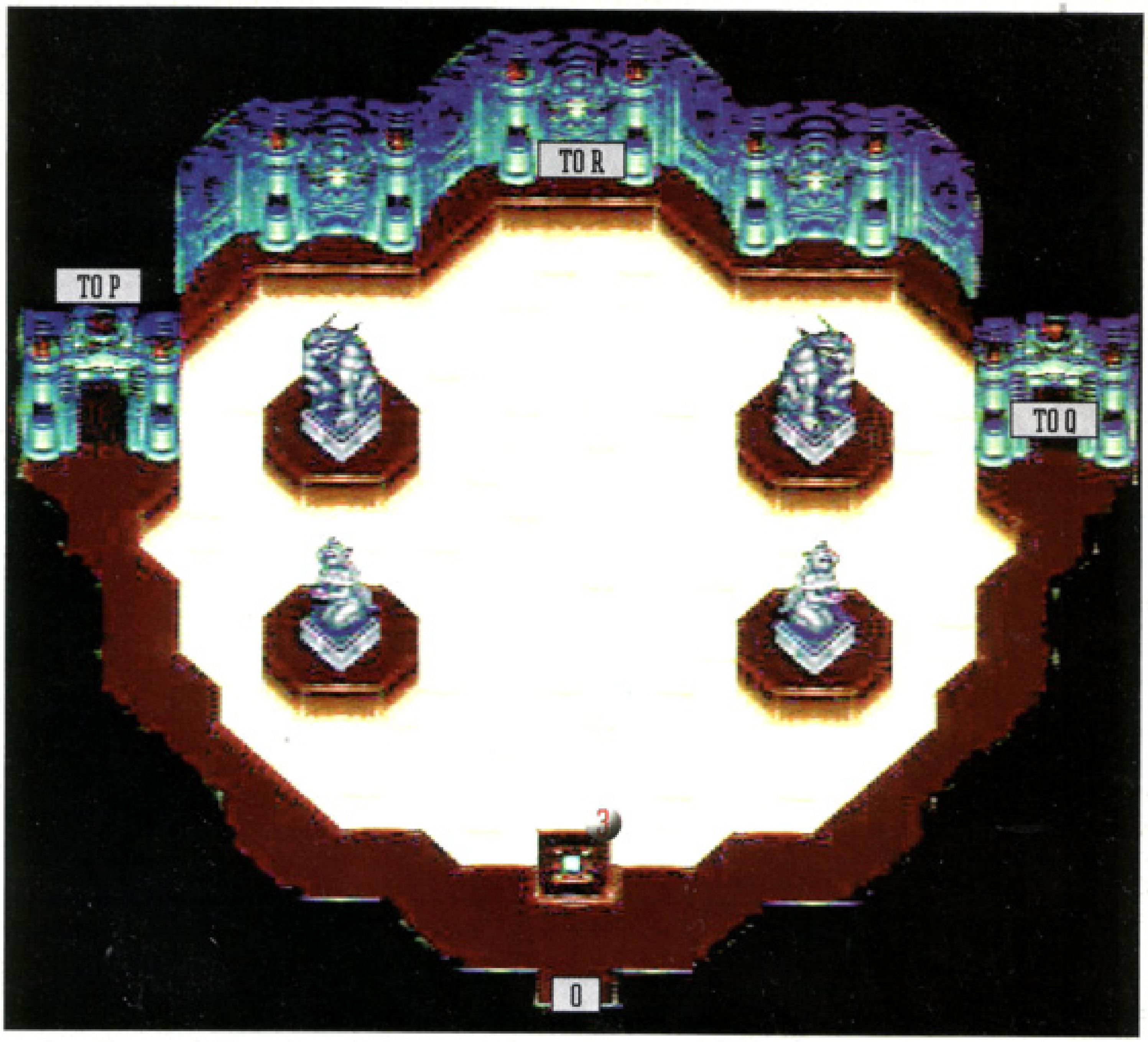


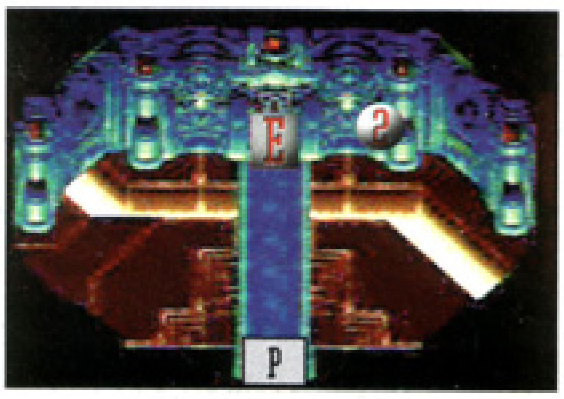
You found 1 Magic Tab!

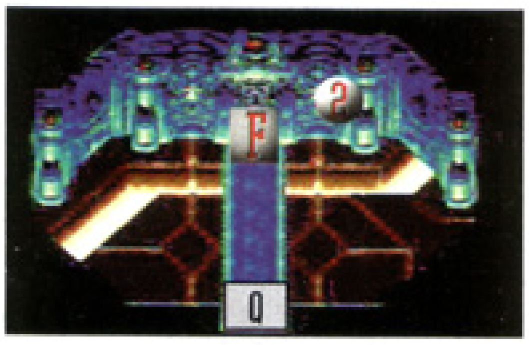
Enemies

P	1 Blue Scout, 1 Red Scout, 1 Thrasher
Q	2 Mages, 2 Thrashers
R	4 Thrashers
S	2 Thrashers, 2 Lashers
T	2 Thrashers, 2 Lashers
U	1 Jinn, 1 Barghest







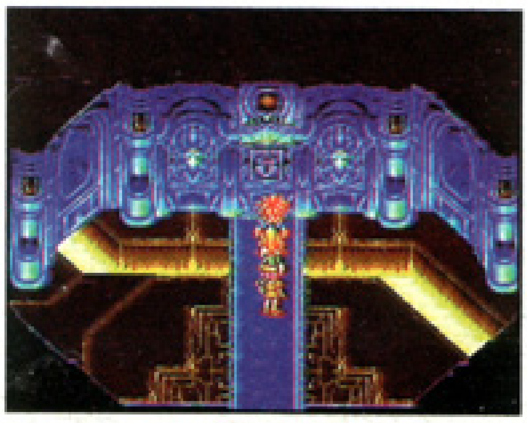


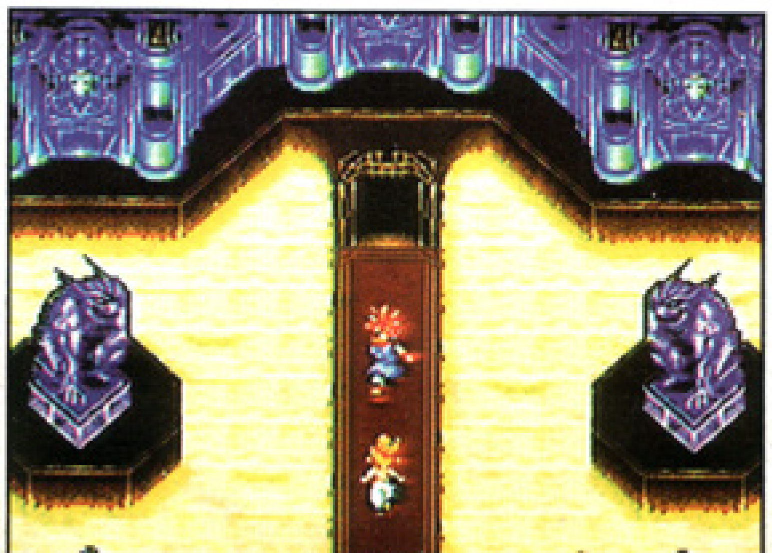
TWIN SWITCHES

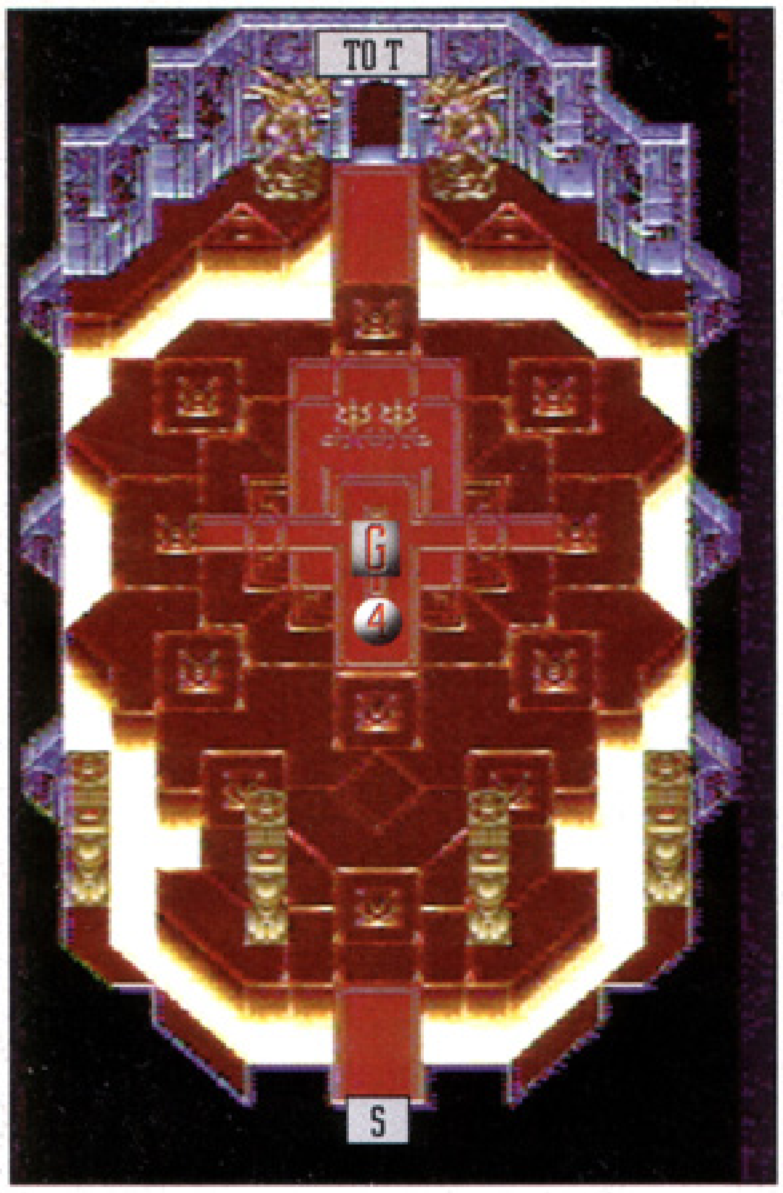
You'll have to trip two important switches to make a bridge form through the center of the room. First, go around to the left, enter the door in the upper left corner, and flip the wall switch there. Next, go back down and around to reach the room in the upper right corner. Flip the switch there to create the bridge.

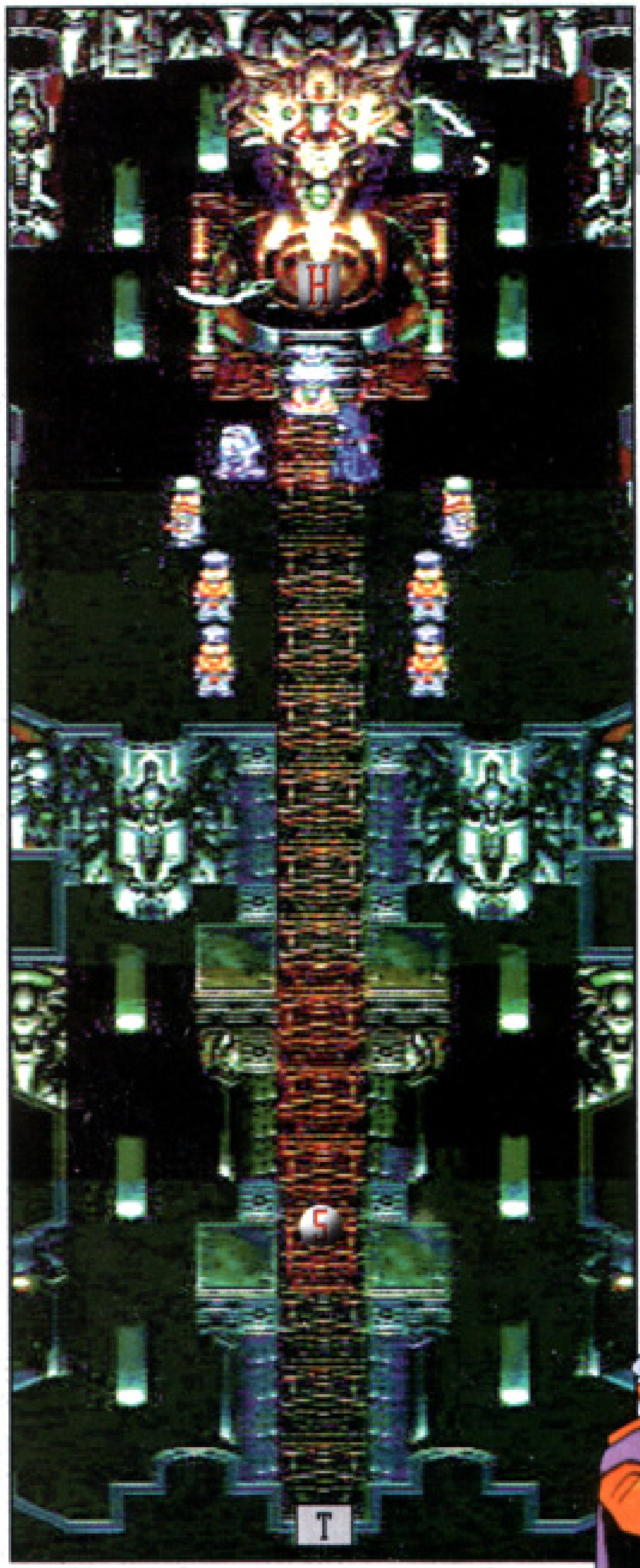
Enemies

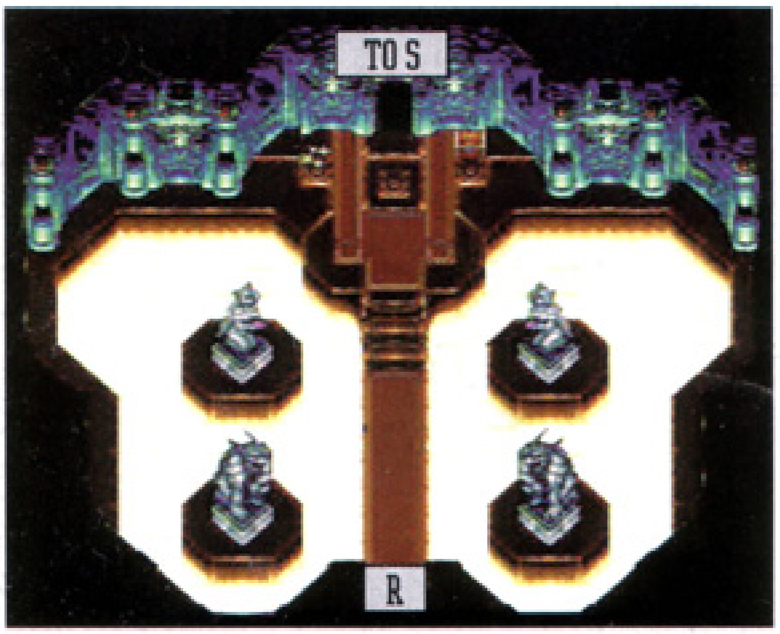
A	I Blue Scout, 2 Scouts, ! Mage
B	I Jinn, I Barghest, 3 Thrashers
C	2 Mages, 2 Lashers, I Scout
D	2 Scouts, 2 Blue Scouts, 2 Red Scouts
E	2 Scouts, I Blue Scout, I Red Scout
F	I Scout, I Blue Scout, I Red Scout
G	Golem Twins
H	Lavos





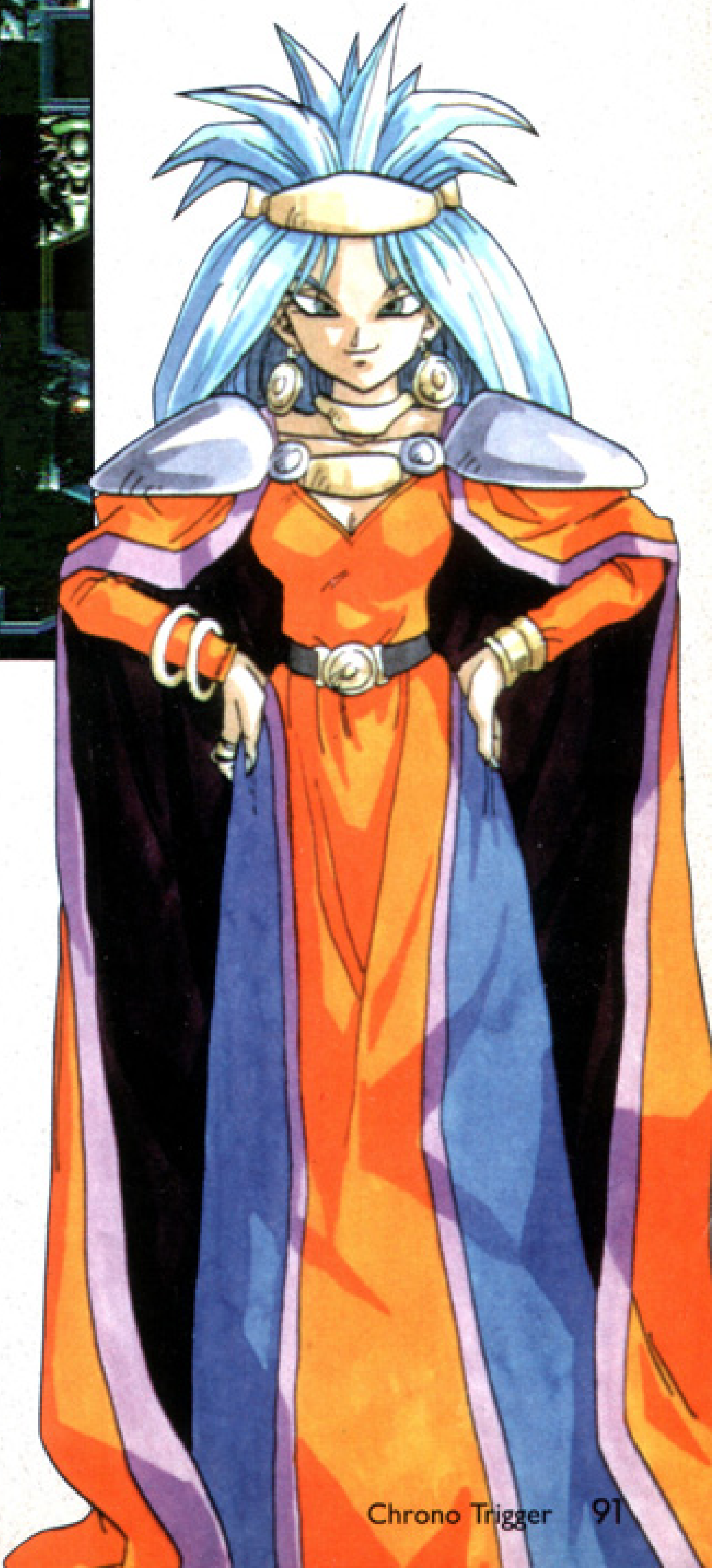






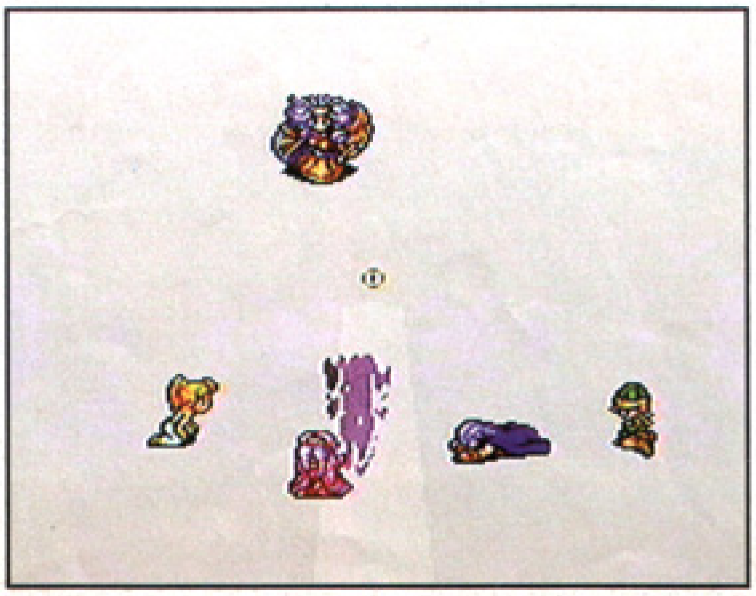
Things To Do

1. Hit the switch to start the elevator.
2. Flip the switches to activate the square.
3. Step on this square to create a bridge.
4. Dalton reappears, this time with the Golem Twins, who launch an attack. When you trounce the twins, Dalton will disappear again. Go straight up through the door to the Mammon Machine.
5. A Nu waits here. Go straight up, past the Nu to meet Schala, Queen Zeal, and other scientists waiting by the Mammon Machine.



THE END FOR CRONO?

Watch as Queen Zeal performs a strange ritual with the Mammon Machine. Crono will try to destroy the machine with the Red Knife, but it won't work. Lavos will then appear to attack with a vengeance. He will defeat your party and destroy Crono. You'll have to continue without him—for the time being.



Step 23

The New King

With Crono gone, things look dismal, but the situation takes turn for the worse when Dalton takes the rest of the group prisoner aboard his formidable flying fortress, the Blackbird, and rolos them of their worldly goods.

ESCAPE THE BLACKBIRD

Return to Last Village and talk to the chief. When you do, Dalton will appear. He will then capture the team and take all of their magic, items and money. They'll awake on board the Blackbird, locked in a room. The first order of business it to retrieve everyone's goods. Until you do, Ayla, who uses no weapons, will be the only one who can fight. Find an exit by crawling into the air duct.

Marle: My... pendant.
The one Crono held for me.

Destinations

Last Village
When you go to the Last Village and talk to the elder, you'll be captured and taken aboard the Blackbird.

Blackbird
Add Ayla to your party, then search for each character's stolen goods by traveling through the air ducts.

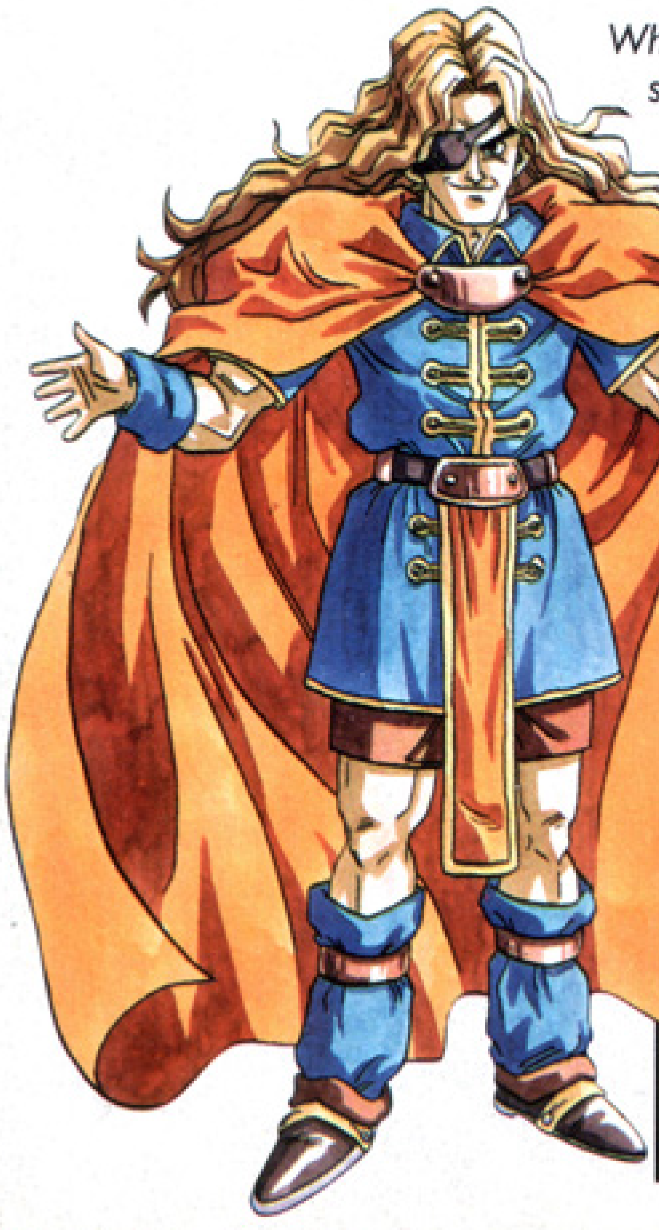
The Left Wing
Explore the Blackbird's left wing to find the Golem Boss, a wimpy beast that's afraid of heights.

The Crash
After the Golem Boss departs, you'll meet Dalton Plus. When you defeat him, the Blackbird will crash.

THE NU'S SHOP

When you leave the Commons, you'll find three shelters. In one of them, a Nu has set up shop. You can buy valuable goods from him, and you can also pick up the Magic Tab that's hidden behind him if you wait for him to leave.

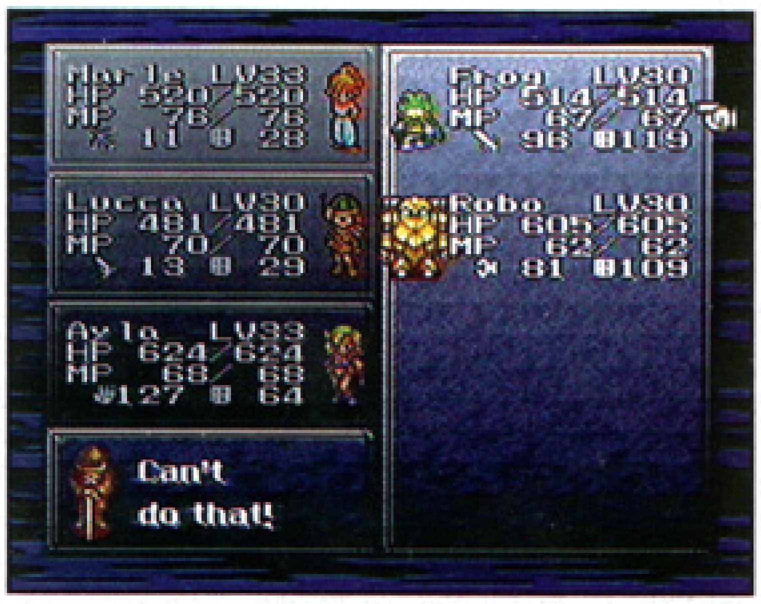
You found a Magic Tab!

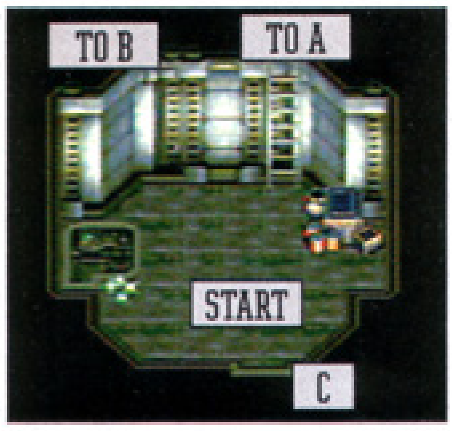


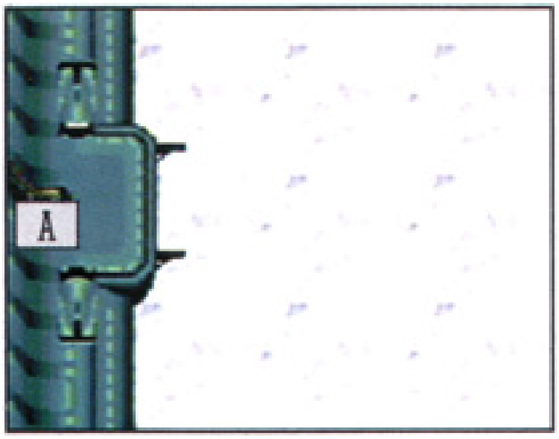
PUT AYLA ON YOUR TEAM

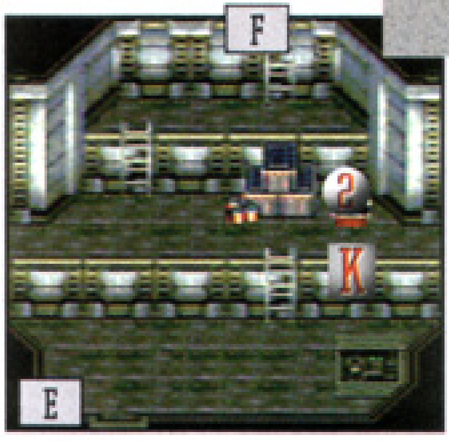
If Ayla isn't part of your traveling team, add her before you leave the locked room. She's a bare-fisted fighter. None of the other characters can fight the enemies you'll encounter while you're searching for your stolen weapons.

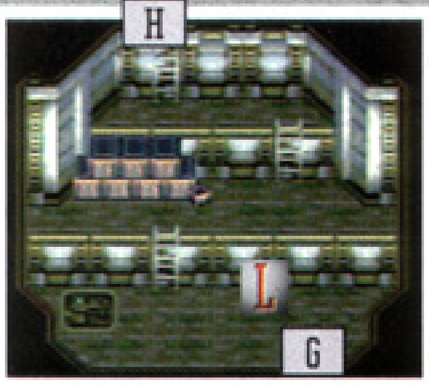
a fight!
weapons back!
bad man!

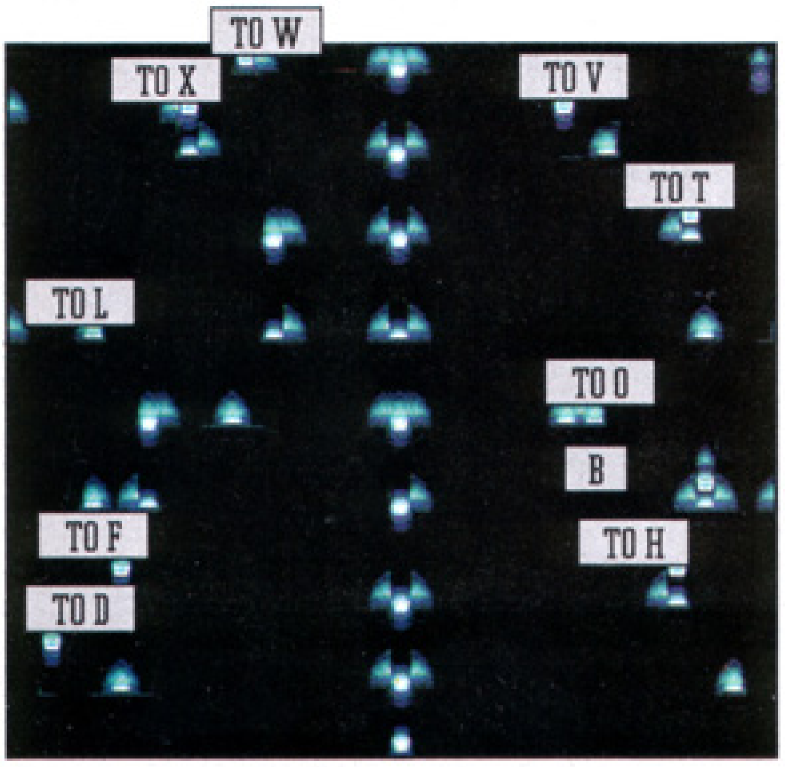

```
Marle  LV33      Frog   LV30
HP 520/520       HP 514/514
MP  76/ 76       MP  67/ 67
   11    28         98   119

Lucca  LV30      Robo   LV30
HP 481/481       HP 605/605
MP  70/ 70       MP  62/ 62
   13    29         81   109

Ayla   LV33
HP 624/624
MP  68/ 68
  127    64

Can't
do that!
```


TO B
TO A
START
C





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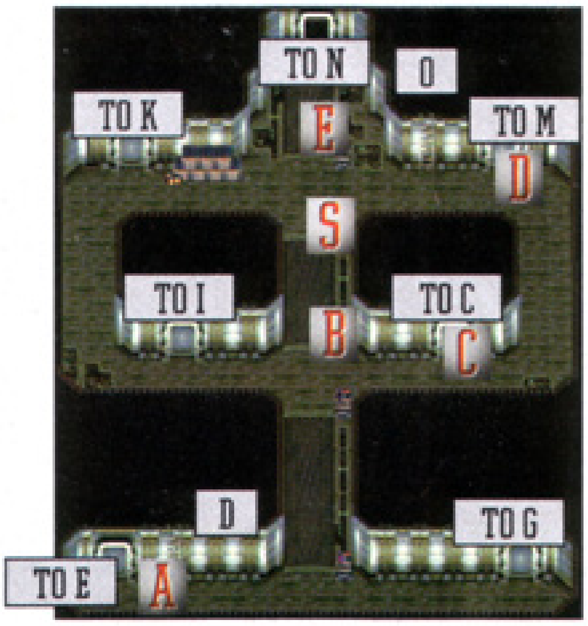
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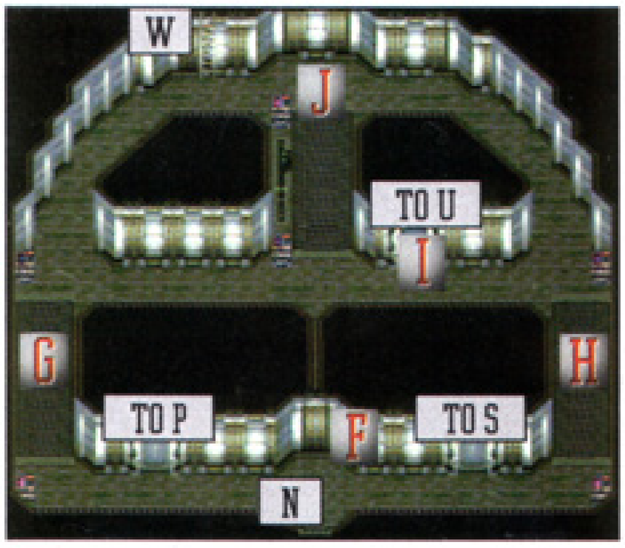
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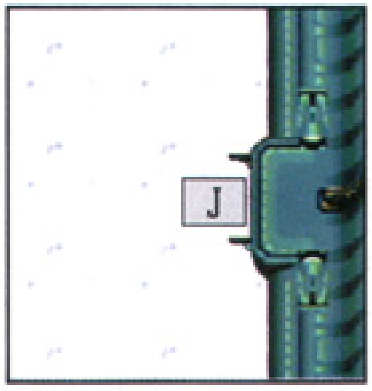
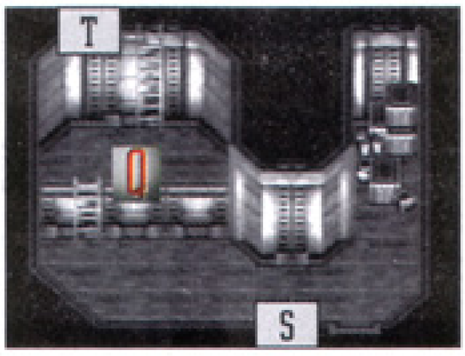
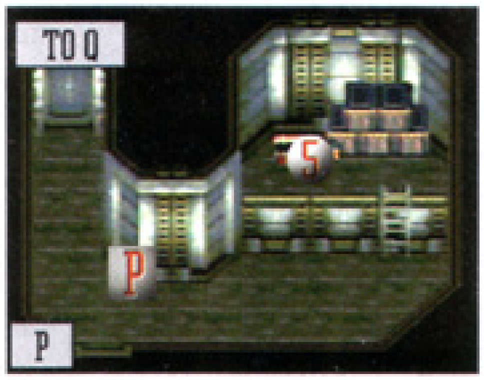
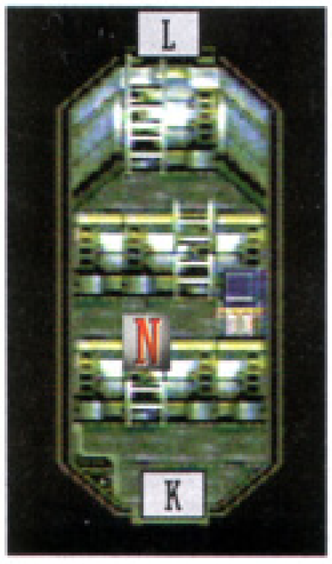
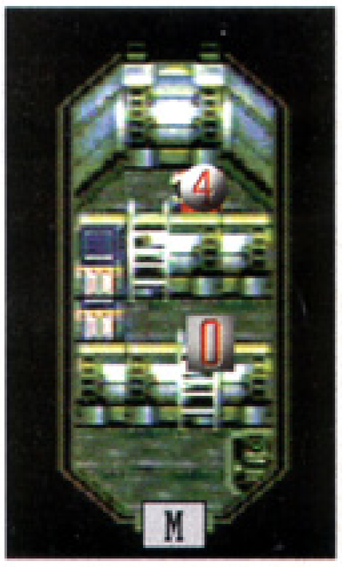
TO S
N

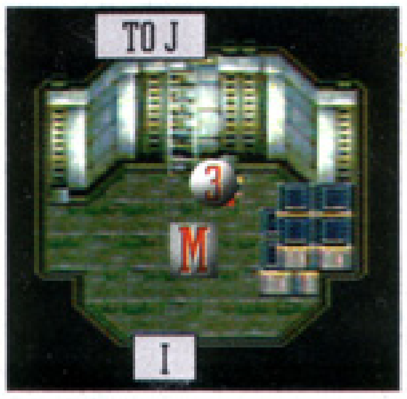


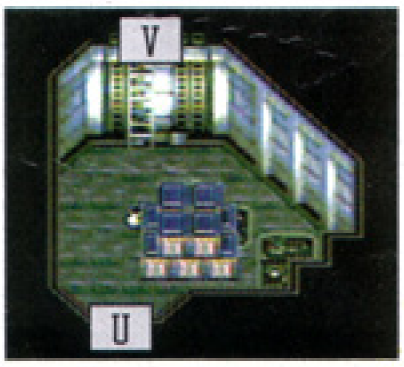


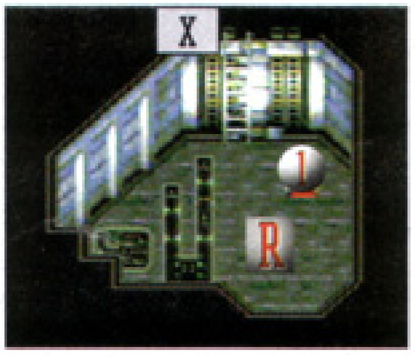












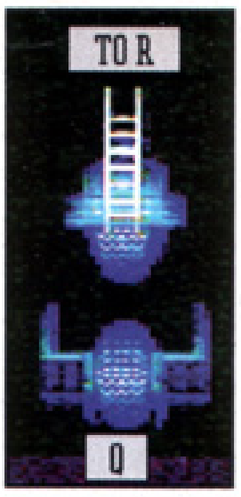
Enemies

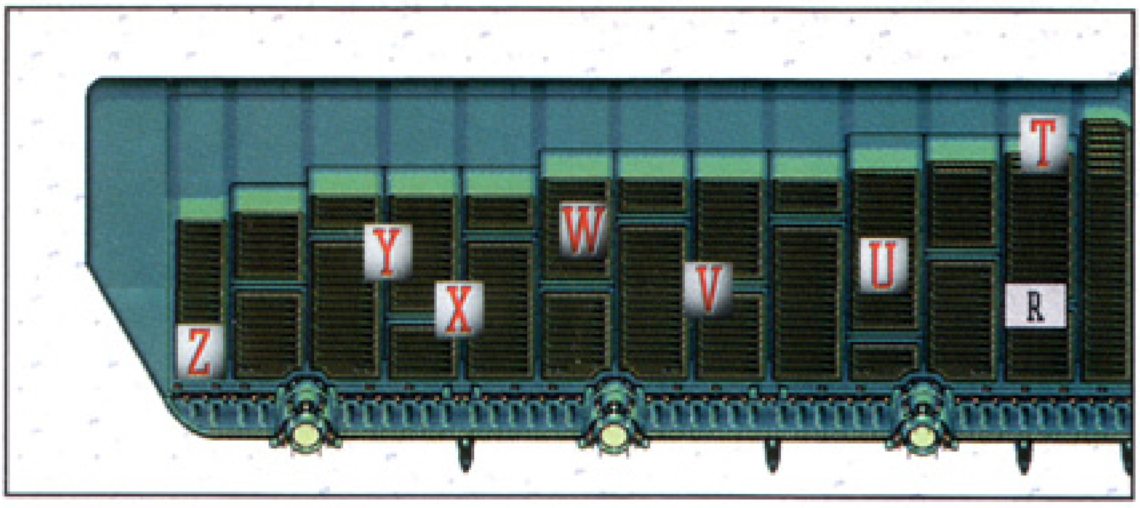
A	1 Byte
B	1 Byte
C	1 Basher
D	2 Bashers
E	2 Bashers
F	2 Bashers
G	1 Byte
H	1 Byte
I	2 Bashers
J	2 Bashers
K	2 Bashers
L	6 Bashers
M	3 Bashers
N	1 Byte
O	1 Byte
P	2 Bashers, 1 Byte
Q	1 Basher, 1 Byte
R	1 Basher
S	1 Byte

GET YOUR STUFF BACK

The team must explore the ship by crawling through the air duct system to recover their stolen goods. You'll find them in containers at points 1, 2, 3, 4 and 5. Defeat the Bashers, then take them.

Got Lucca's equipment back!



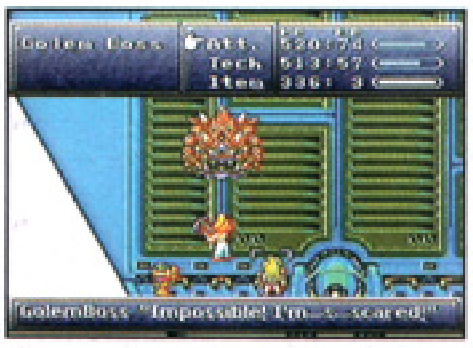


Enemies

T	1 Turret
U	1 Turret
V	1 Turret
W	1 Turret
X	1 Turret
Y	1 Turret
Z	Golem Boss

GOLEM BOSS

Go out onto the left wing to meet the Golem Boss. It is, of course, very windy outside the moving ship, so you'll have to run or you won't get anywhere. You'll find the Golem Boss in the lower left corner. He's not as tough as he looks. He's afraid of heights, so he'll eventually leave on his own even if you don't attack him.

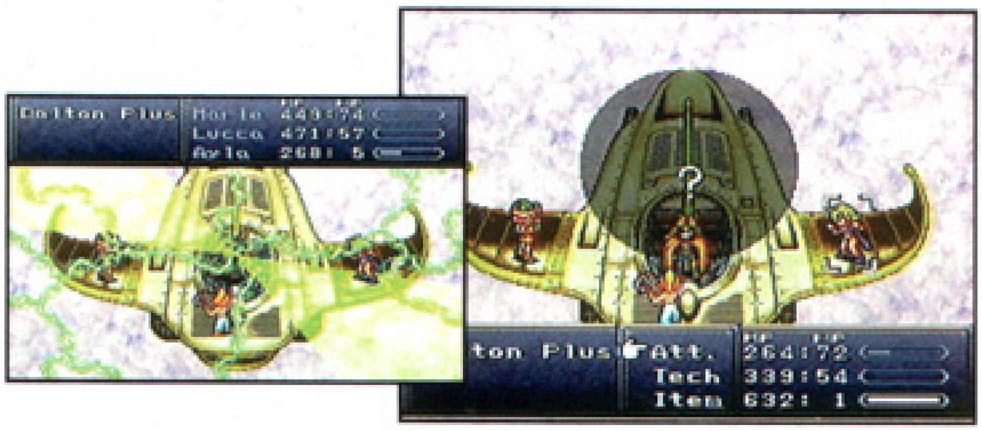


GolemBoss "Impossible! I'm...s...scared!"

Att.
Comb
Item

DALTON PLUS

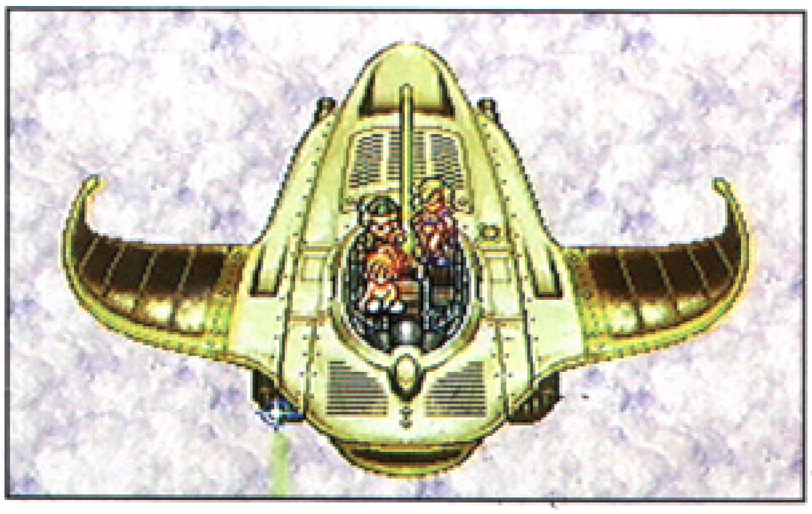
Next on the list is Dalton Plus. He uses the deadly Iron Ball weapons that cut your HP in half in one fell swoop, and he counters your attacks: If you use Fire, he'll use Water.

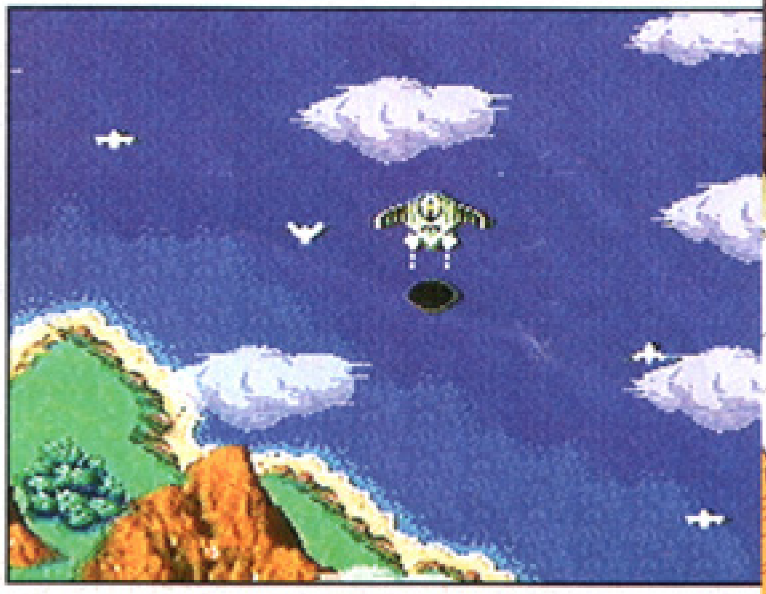


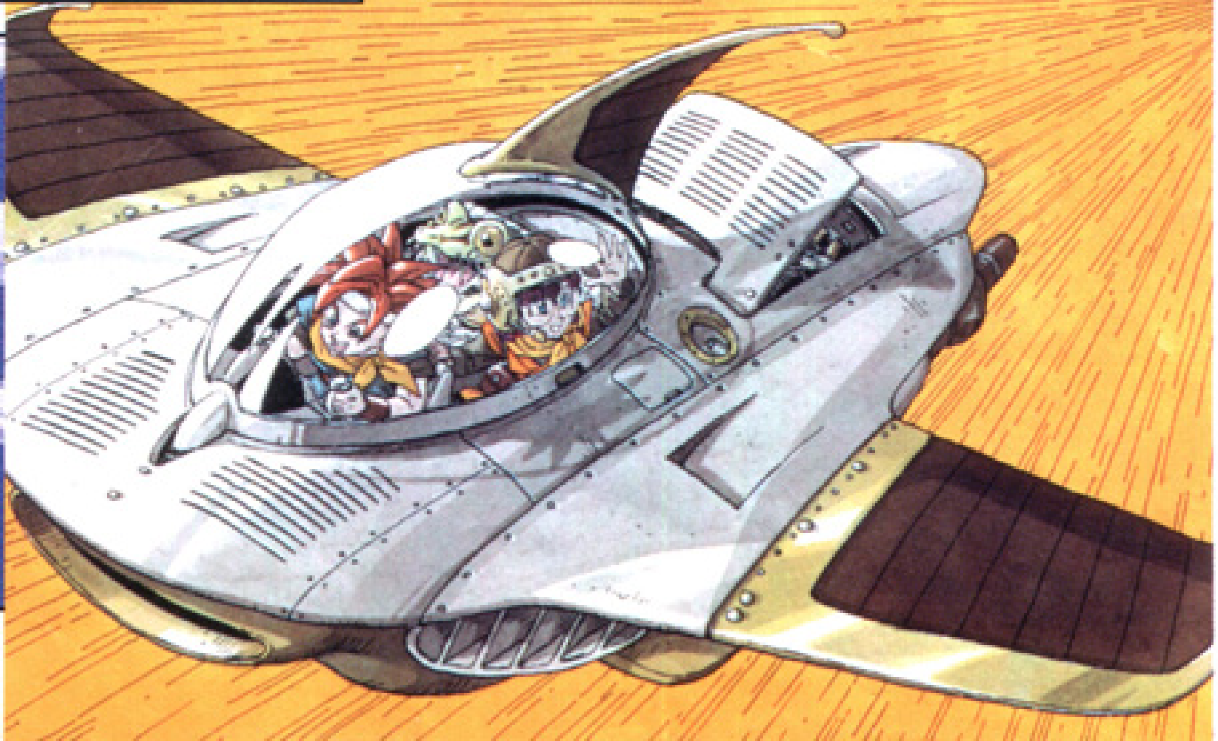
Happenings

When you beat Dalton Plus, you'll win the Epoch back, and you'll discover that Dalton has made some improvements to it. He added wings, so now you can not only fly around the Overworld maps but also fly between time periods without having to go to the End of Time. Press the Y Button to access a clock screen and use the Control Pad to select your destination in time. In the blink of an eye, you can span centuries. Time travel has just gone first class!

Marle: Crono's gotta be
somewhere!
I'll find him!!



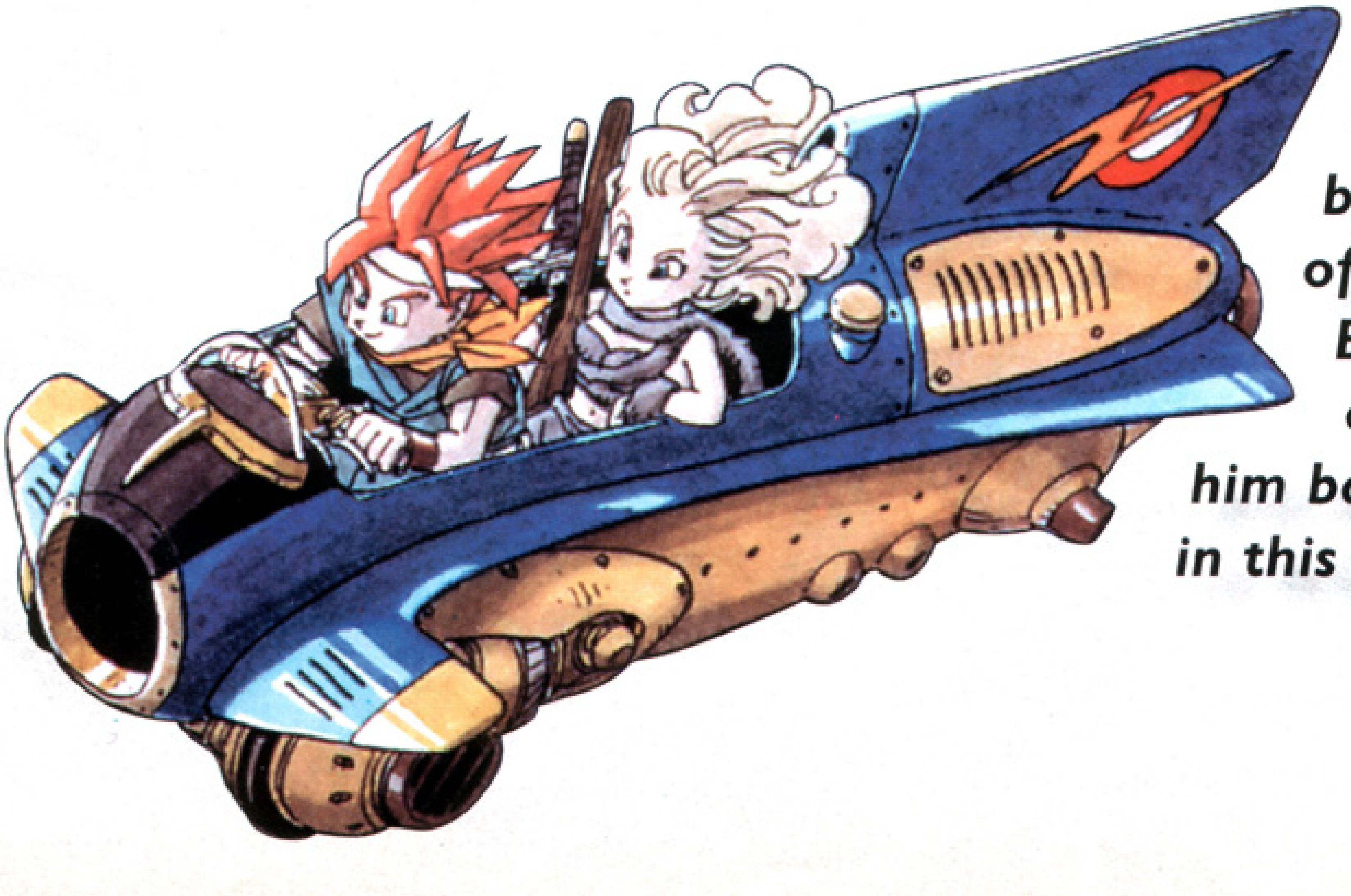




Part 2

The Events

The second part of Chrono Trigger, and the last half of the Player's Guide, follows the events that come after Crono is lost to the party. These Events don't have to follow one after the other,as the Steps did. Some Events won't help you complete the game itself, but they may change the ending or earn you special items. Although Crono isn't with you at the beginning of these Events, you can win him back early in this section.



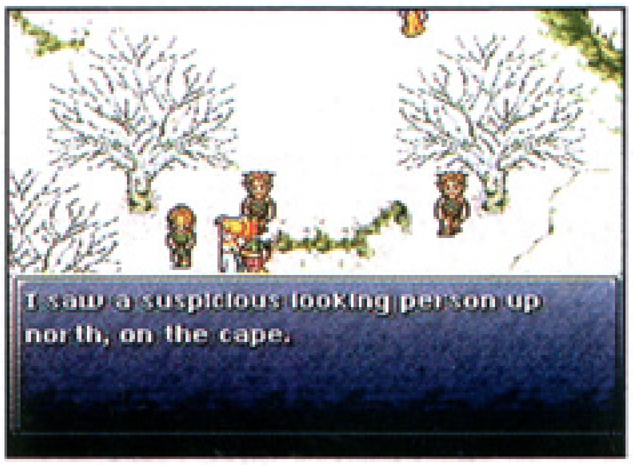
Event 1

The Time Egg

The first Event takes you from the Last Village to the North Cape in pursuit of a mysterious man. Fly there in the Epoch.

TALK TO THE VILLAGERS

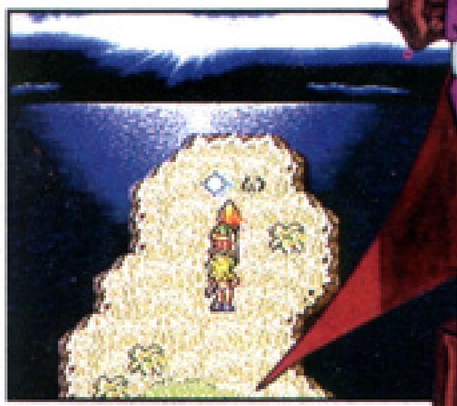
Return to the Last Village and talk to the people there. You'll learn that Magus is still alive. He is, in fact, waiting at the North Cape, seeking revenge.

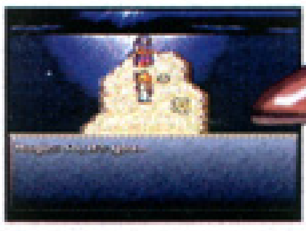


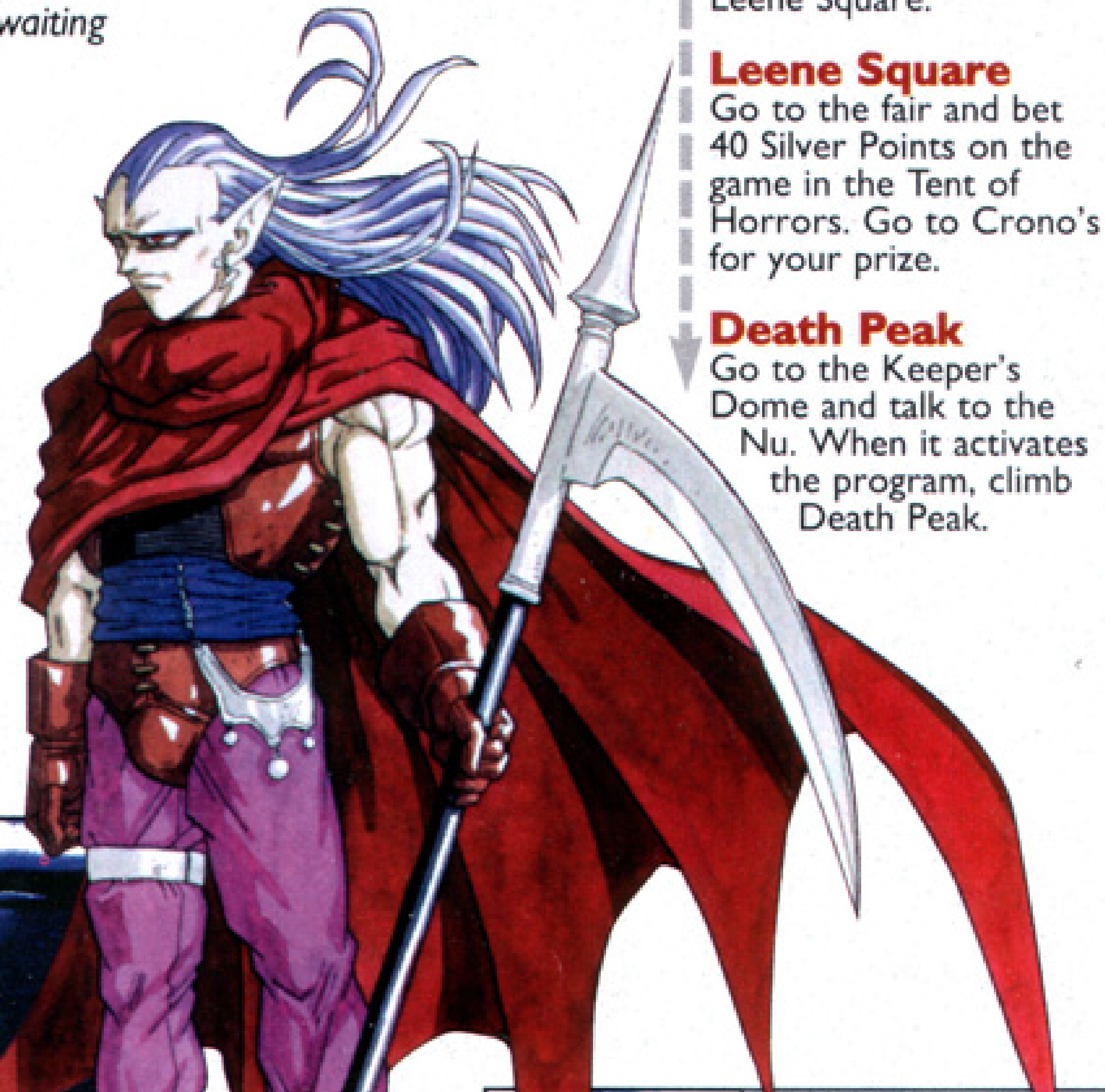
I saw a suspicious looking person up north, on the cape.

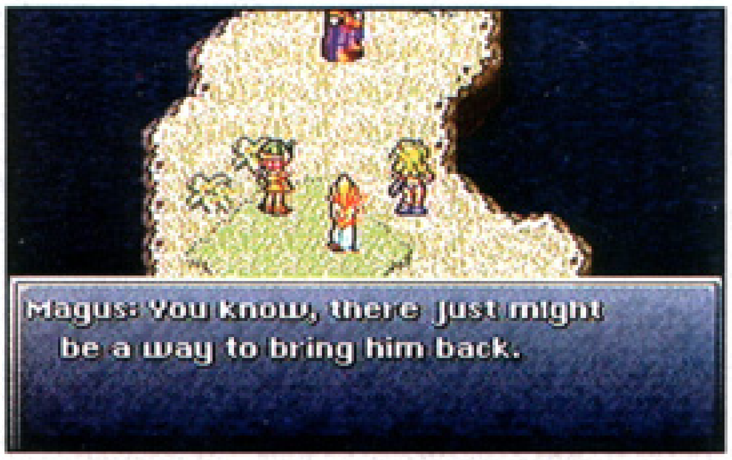
MAGUS LIVES!

It's decision time—Fight Magus or ask him to join you. If you choose to fight, he'll break the spell on Frog and you'll get to see him change back into his human form at the end of the game. When defeated, Magus disappears for good. If, instead, he joins you, you'll have a powerful ally, but Frog will remain under the spell.









Magus: You know, there just might be a way to bring him back.

Destinations

North Cape

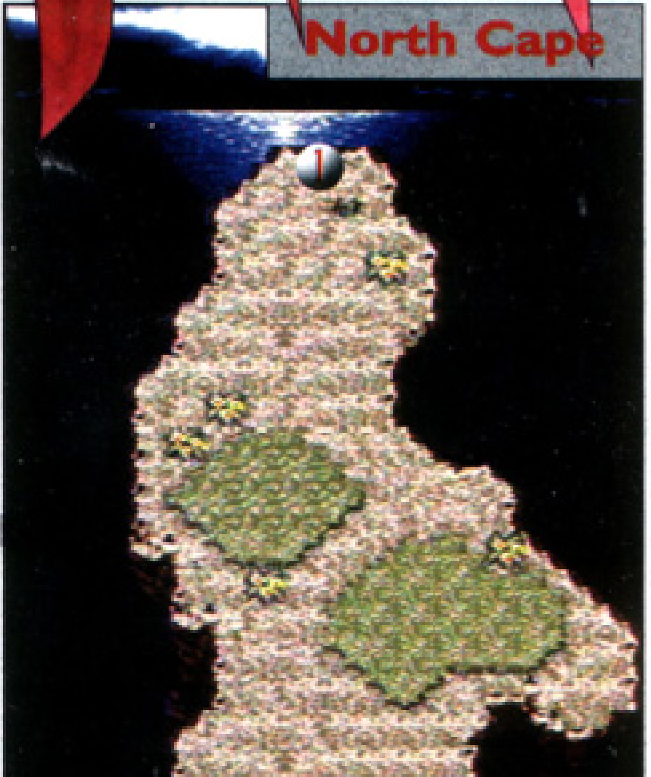
Meet Magus, then go to the End of Time to get the Chrono Trigger. From there, return to Leene Square.

Leene Square

Go to the fair and bet 40 Silver Points on the game in the Tent of Horrors. Go to Crono's for your prize.

Death Peak

Go to the Keeper's Dome and talk to the Nu. When it activates the program, climb Death Peak.

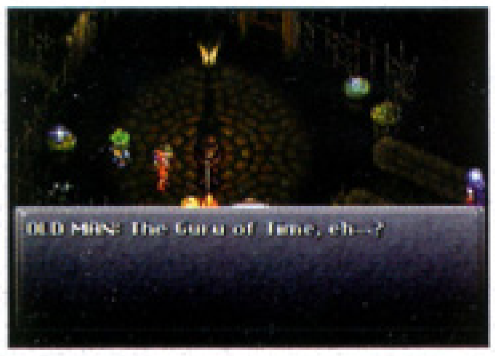


Things To Do

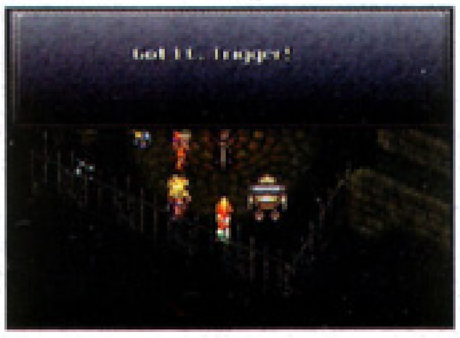
1. When Magus appears at the tip of North Cape, you must choose whether or not to fight him. Whether you fight or not, Magus will give you information about Gaspar, the man at the End of Time.

TALK TO GASPAR

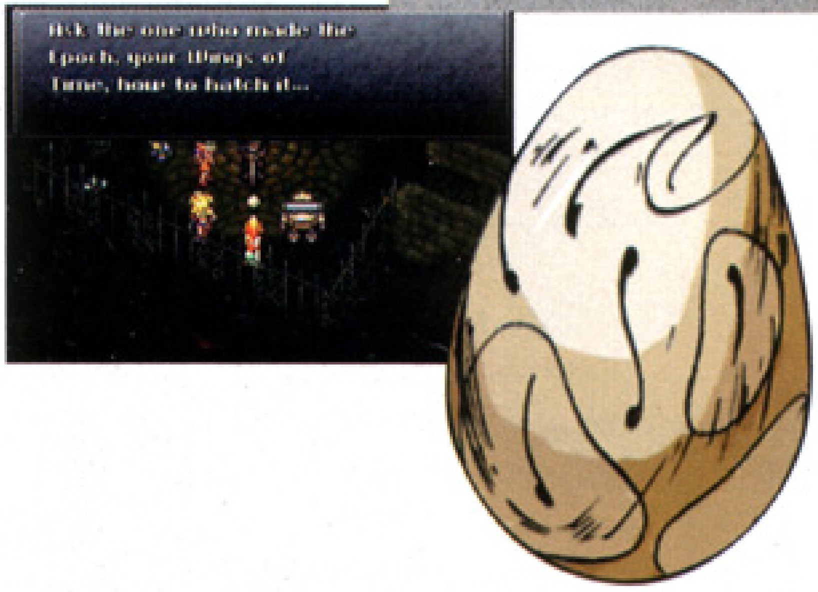
Return to The End of Time and talk to the old man who, as Magus tells you, is known as Gaspar, the Guru of Time. He'll give you the Chrono Trigger, but you must figure out how to use it.



OLD MAN: The Guru of Time, eh...?

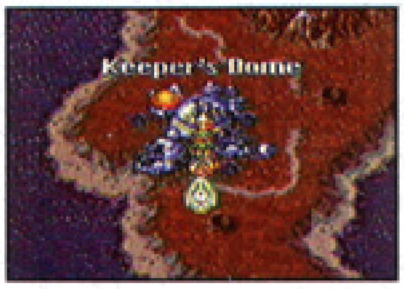


Got C. Trigger!



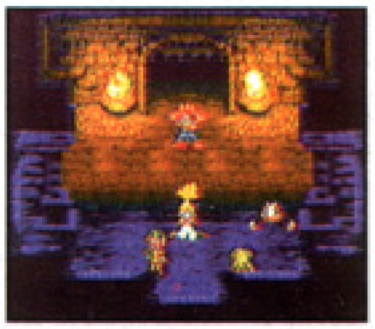
Ask the one who made the Epoch, your Wings of Time, how to hatch it...

THE SECRET OF THE CHRONO TRIGGER

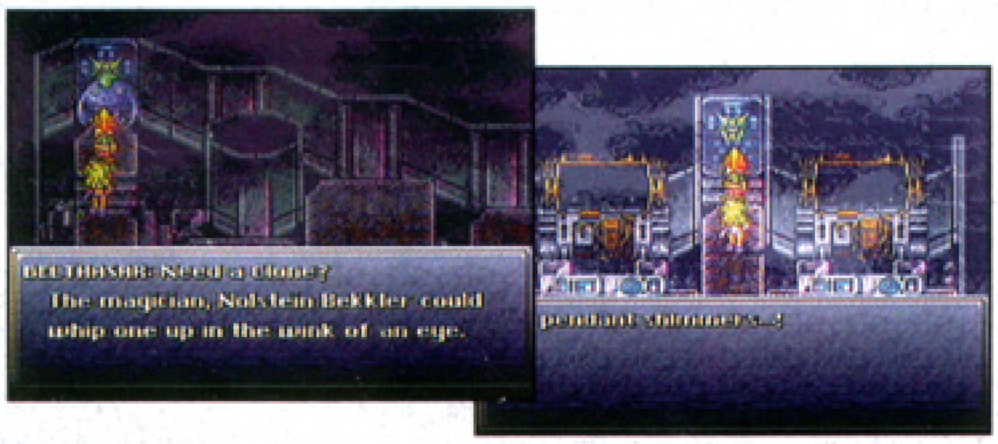


Gaspar tells you to ask the one who gave you the Epoch how to hatch the Time Egg (Chrono Trigger), so return to the Keeper's Dome and talk to the Nu. He'll tell you that you need to find a Crono Clone in order to get Crono back. To get a Clone, return to the Millennial Fair.

WIN THE CRONO CLONE

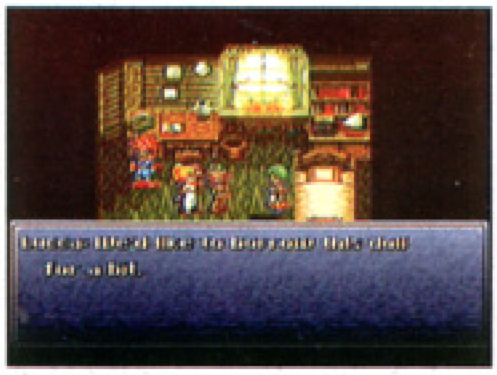


At Leene Square, visit the Tent of Horrors and bet 40 Silver Points to play a game of Simon Says. The prize is a Crono Clone, but you'll have to go Crono's house to pick the Clone up when you win. If you're short on Silver Points, go fight Gato a few times to earn more. Once you have the Clone, return to the Nu in the Keeper's Dome to find out what to do next.

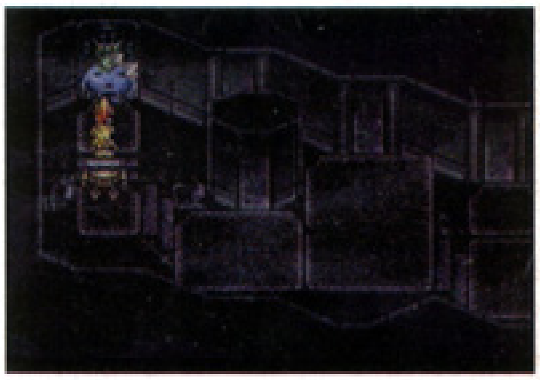


BELTHASAR: Need a Clone?
The magician, Nolstein Bekkler could
whip one up in the wink of an eye.

pendant shimmers...!

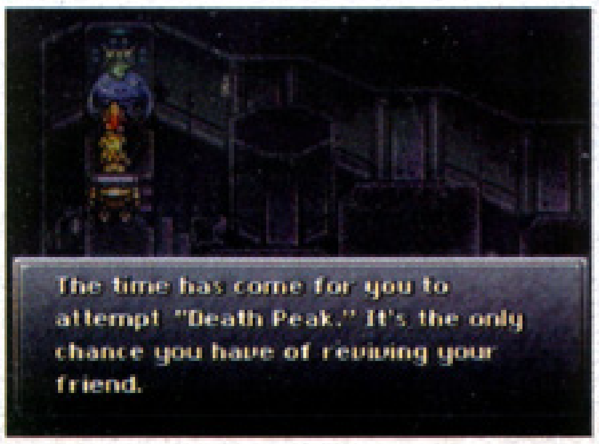


Lucca: We'd like to borrow this doll
for a bit.

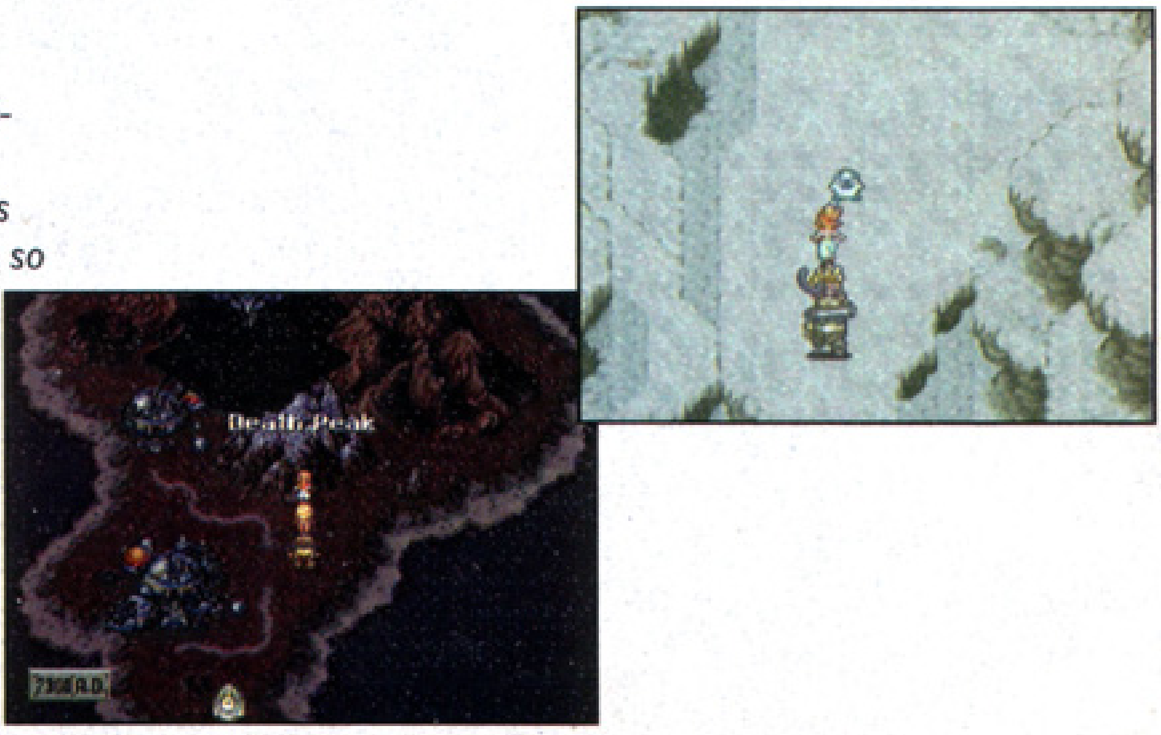


DEATH PEAK AWAITS

When you return to the Keeper's Dome with both Chrono Trigger and Clone, the Nu will activate a program that makes Death Peak accessible. Leave the dome and trek north to the snow covered peak. This climb will be unlike any challenge the team has met so far. Be prepared to brave the extreme elements.

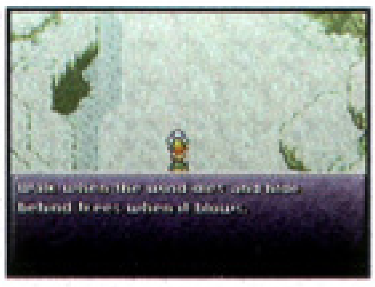


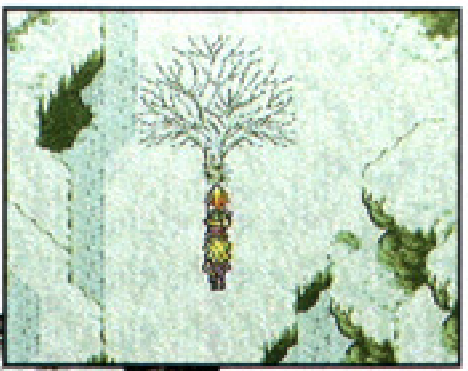
The time has come for you to
attempt "Death Peak." It's the only
chance you have of reviving your
friend.

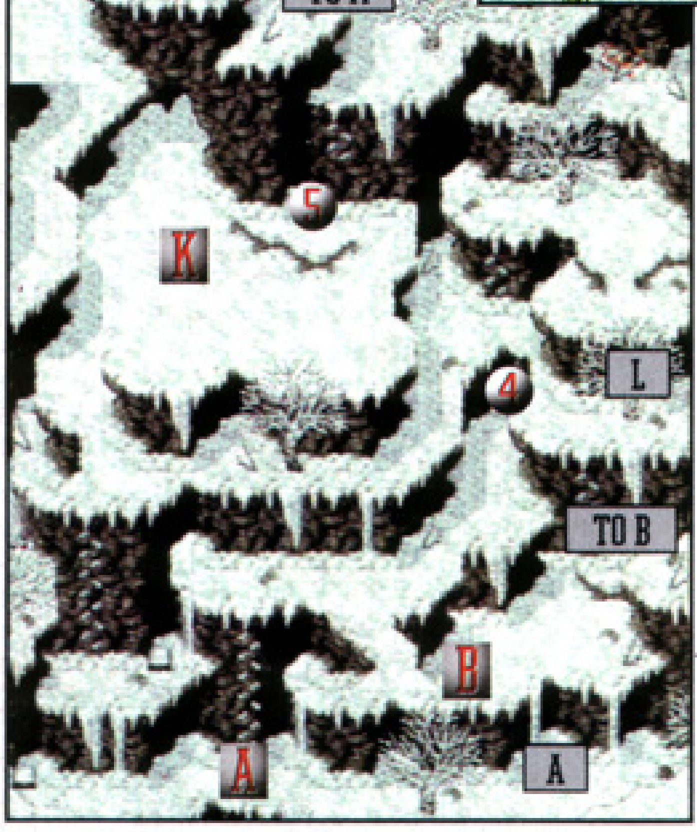


WILD WINDS

It's breezy on Death Peak. Run up and stand below the Poyozo Doll until the wind dies down, then run up and stand behind the tree directly above until the next gust passes.

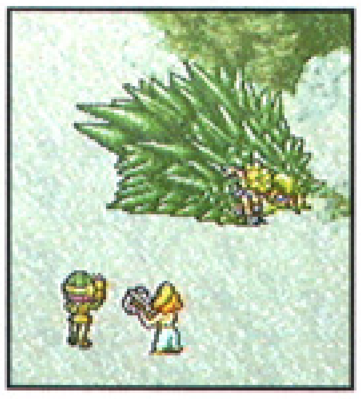




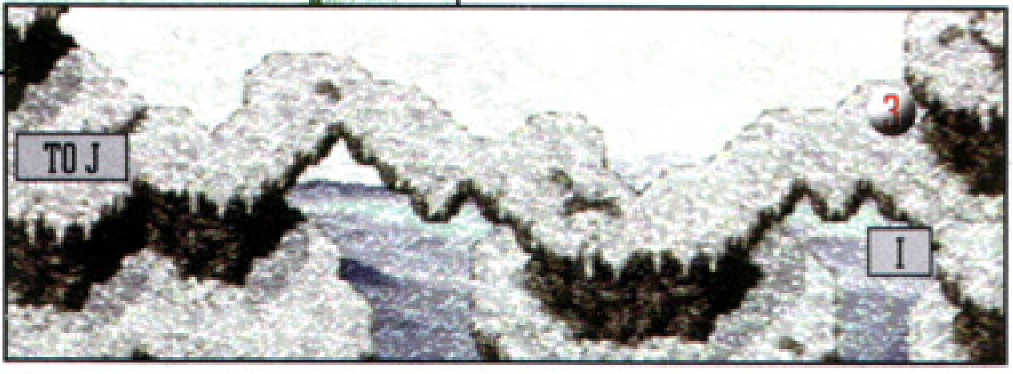

TO M
5
K
L
4
TO B
B
A
A

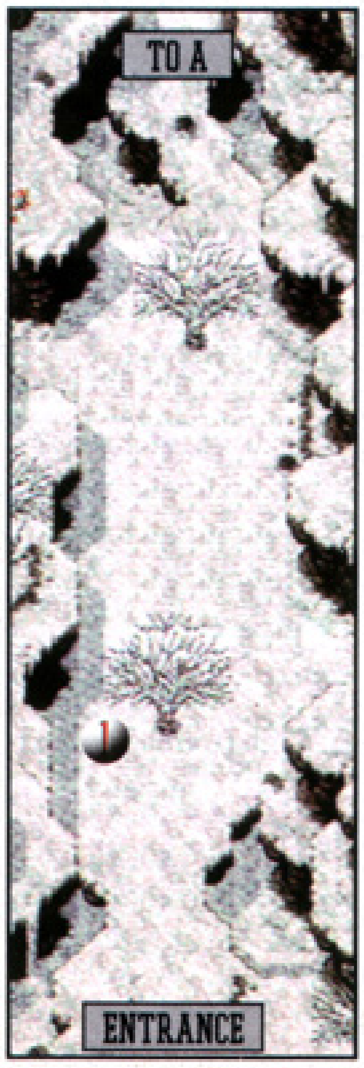
THREE BIG BATTLES

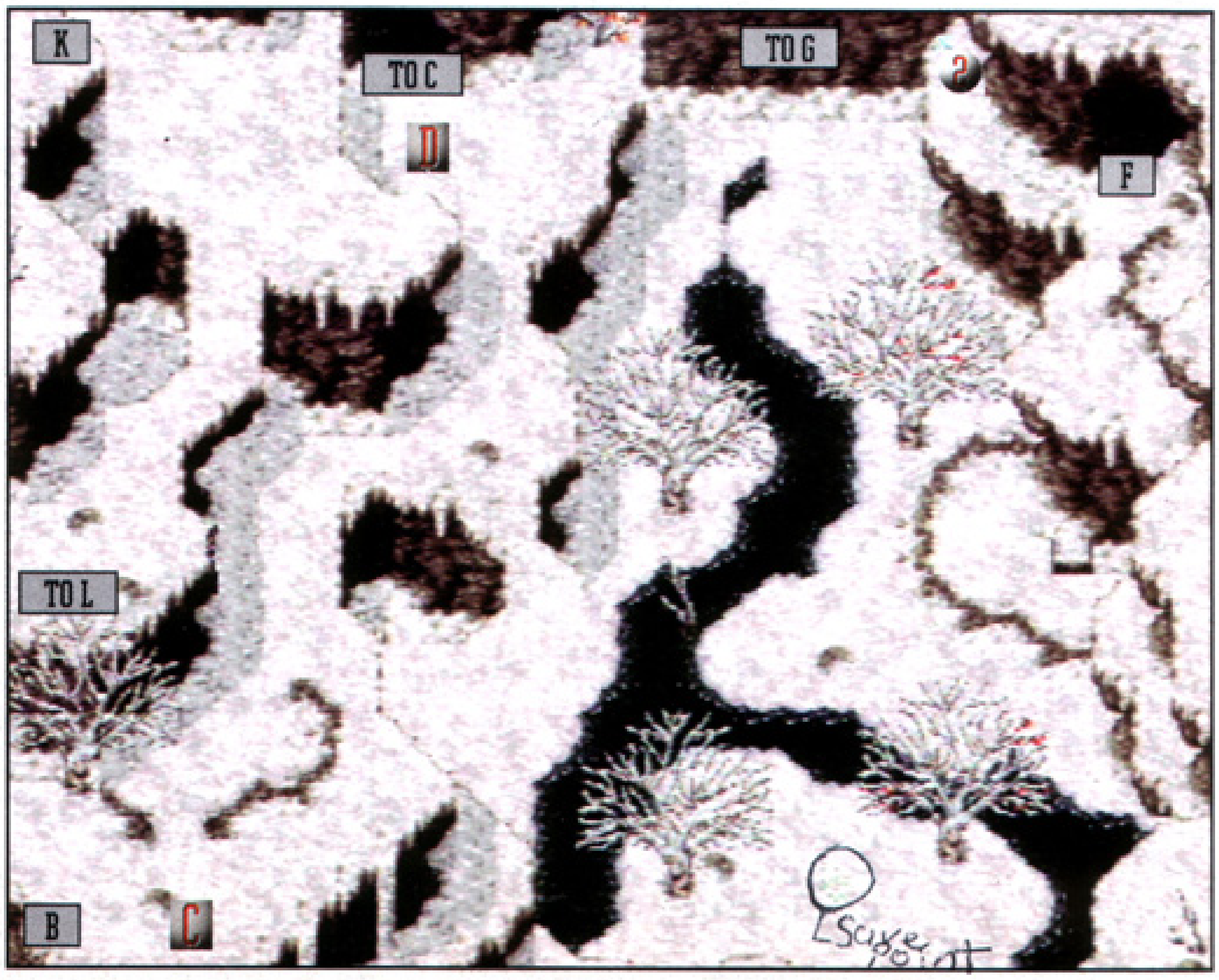
You must defeat three Lavos Spawn on your way to the summit. Attack their heads only—if you attack their bodies, they'll respond with a devastating onslaught of needles. When you defeat the third spawn, its shell will remain when the rest of it disappears. Follow the advice of the Poyozo: Push it up to the wall and climb up to the next level.



vos Spawn
Att.
Tech
Item
HP MP
574:39
497:60
508:29



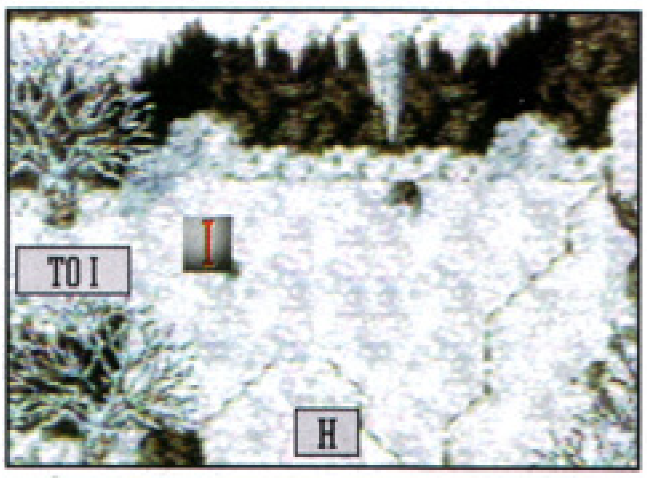

TO A
1
ENTRANCE

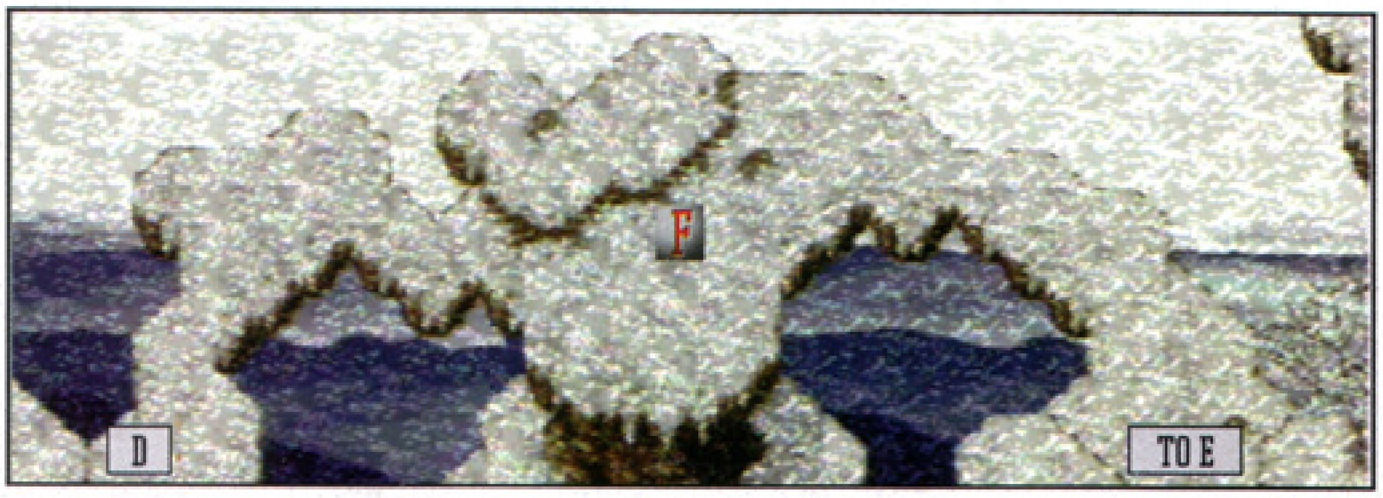

K
TO C
TO G
2
D
F
TO L
B
C

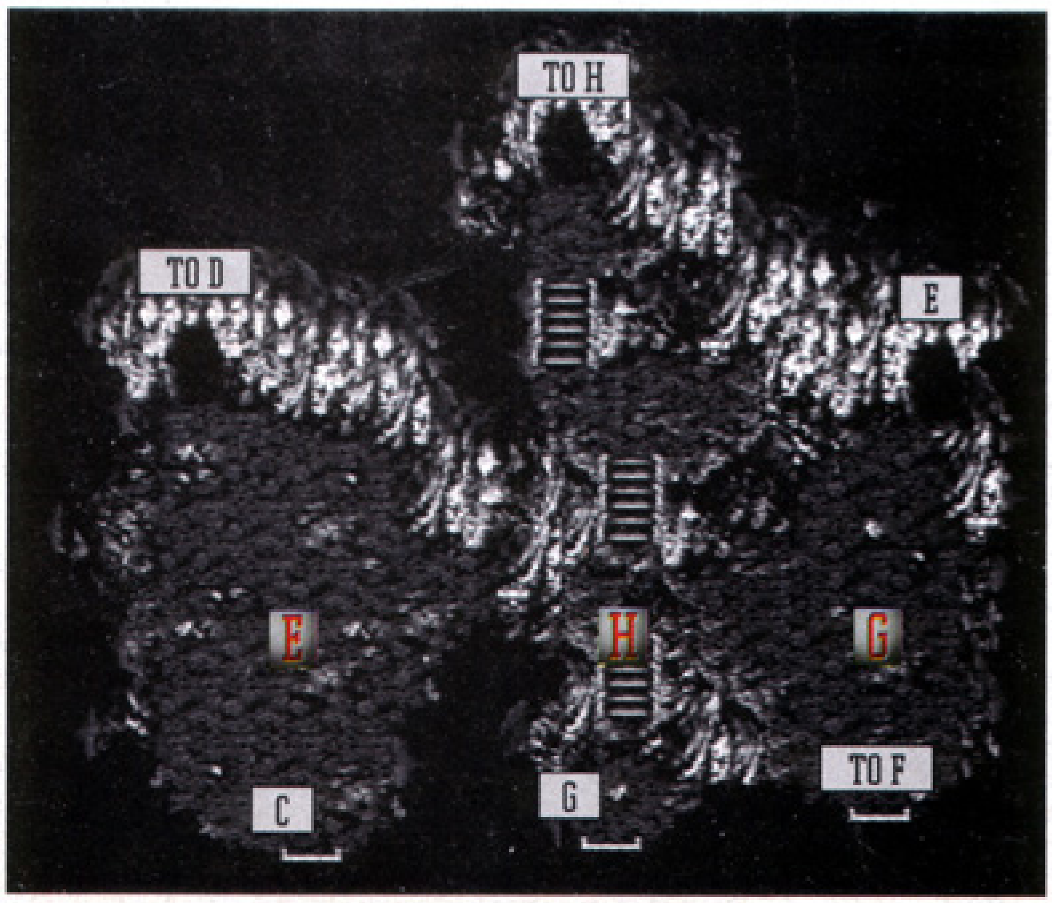
Save point

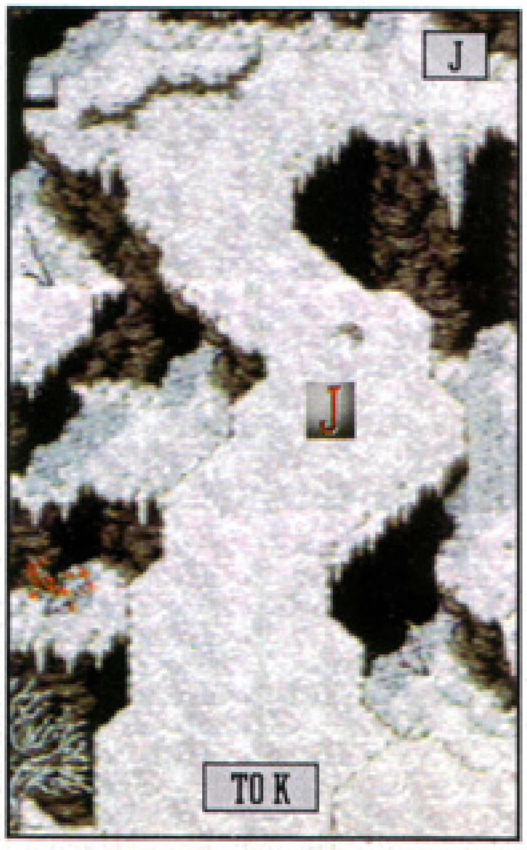
CRONO AND THE CLONE

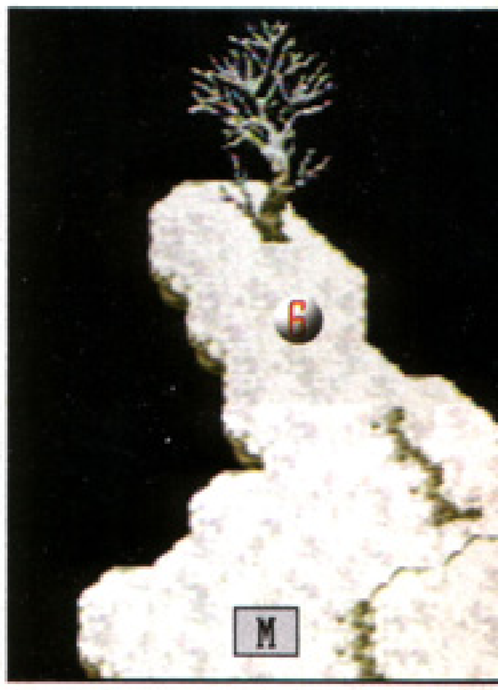
When you finally reach the top of Death Peak, it will at first appear to be deserted. If you hope hard enough, though, you'll discover that a warp has frozen Crono in time. This small slice of time depicts the scene of Crono's demise in the Ocean Palace. Put the Clone in his place before Queen Zeal and pull Crono from his frozen fate, back to your party on the peak.











Things To Do

1. Seek shelter behind the tree when the fierce wind kicks up.
2. Touch the shiny spot to make a cave opening appear below.
3. The Poyozo warns you about the slippery surfaces ahead.
4. This Poyozo gives you a clue about pushing a shell.
5. Push the Lavos Spawn's shell into place. Use it to climb up.
6. Exchange the Crono Clone for the real thing at the summit.

Treasures

Magic Ring
Wall Ring
Giga Arm
Brave Sword
Star Scythe
Vedic Blade
Dark Helmet
Memory Cap

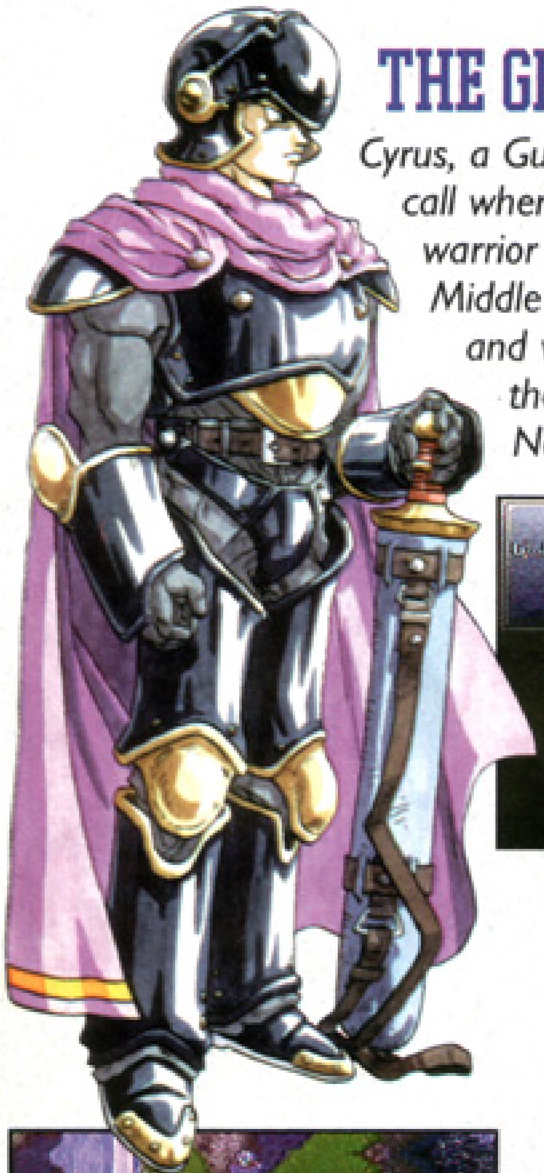
Enemies

A	3 Krakkers
B	2 Krakkers
C	3 Krakkers, 1 Macabre
D	2 Macabres
E	1 Lavos Spawn
F	3 Macabres
G	3 Krakkers
H	1 Krakker
I	1 Lavos Spawn
J	2-4 Krakkers
K	Lavos Spawn

Event 2

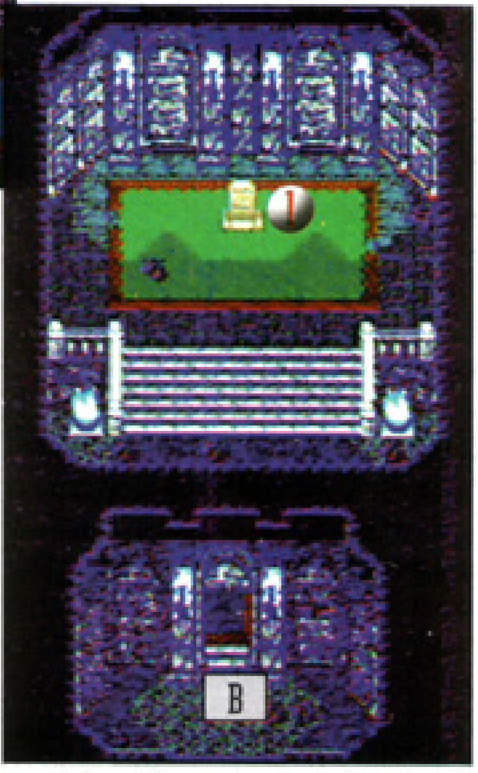
The Hero's Grave

From here, you can choose your destiny. You must either fight Lavos immediately or follow Gaspar's clues and search out other adventures before the final battle.



THE GHOST OF CYRUS

Cyrus, a Guardia knight, answered the call when the King needed a brave warrior to battle Magus in the Middle Ages. He fell in the fight and was buried in the north. In the Present, he haunts the Northern Ruins.



A VALIANT SPIRIT

Cyrus fought a mighty fight, but even wearing the Hero's Badge and wielding the Masamune, he fell to Magus. Fighting with him was a true friend, Glenn, who was spared.

CYRUS: R...run...Glenn...

Destinations

The Northern Ruins
Listen to Gaspar, then go to the Northern Ruins. You can't win the fight with Cyrus's ghost. Withdraw for now.

Choras Cafe
The ruins in the Middle Ages need to be rebuilt. There is a carpenter in the Cafe, but he has no tools.

Choras Inn
Go to Choras Inn in the Present. A man there will loan his tools, but you must go to his house to get them.

Choras Cafe
When you take the tools to the carpenter in the Choras Cafe, he'll take them and go to his house.

The Residence
Follow the carpenter to his residence. He'll agree to take some workers and repair the ruins.

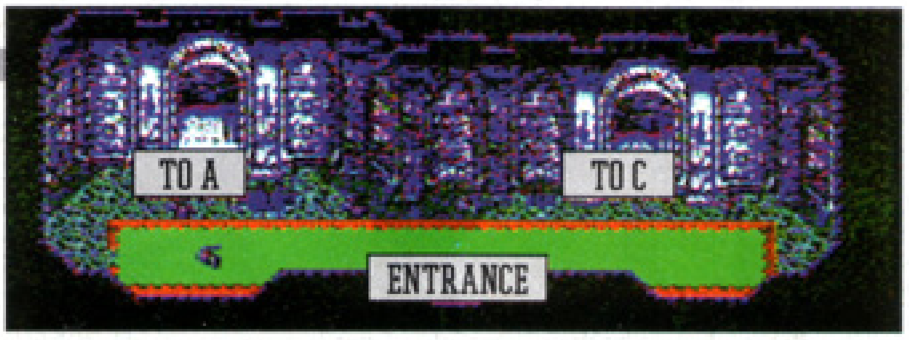
The Ruins
Go to the ruins. When you beat major enemies, you'll have to pay the carpenter for additional repairs.

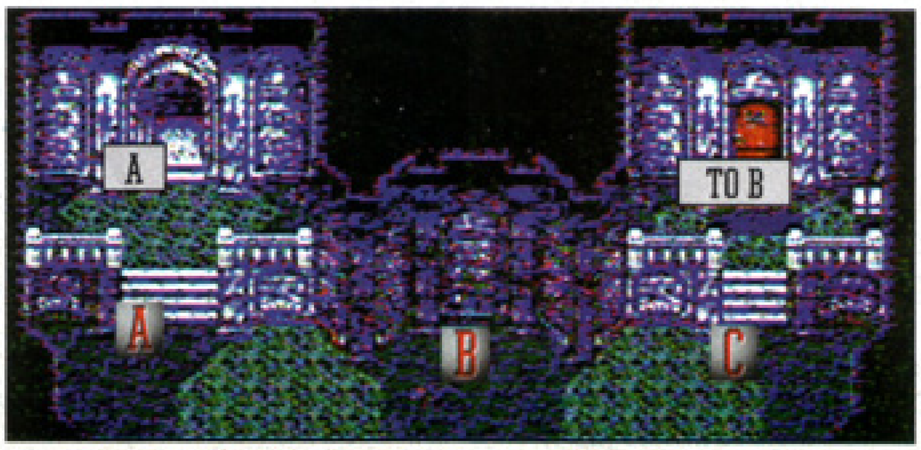
Things to Do

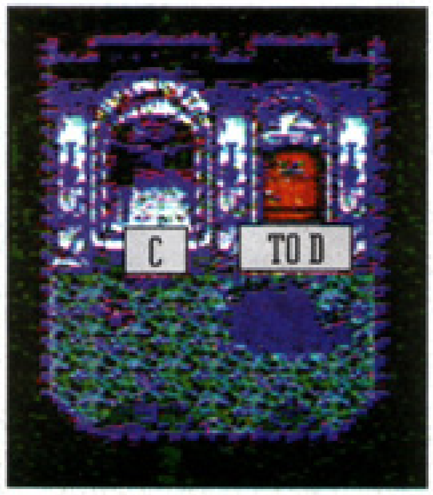
1. Take Frog to the Northern Ruins to visit Cyrus's Grave. Frog and Cyrus have a mystical connection.

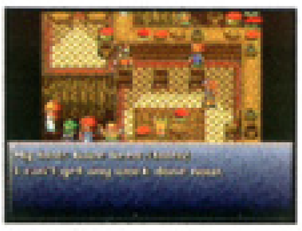
Treasures

Magic Tab
Kali Blade
Nova Armor
Siren



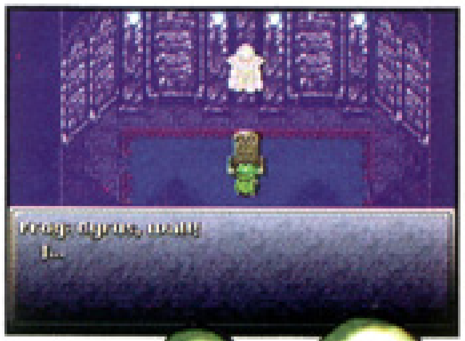






REPAIR THE RUINS

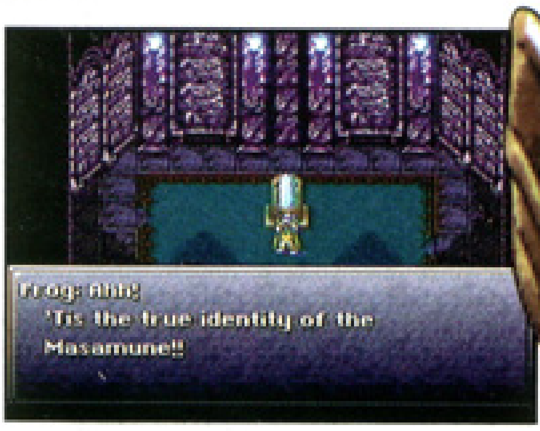
There are lots of repairs to be made in the Northern Ruins, so give the tools to the carpenter and have him get to work. The first repair is free. New areas open up as you defeat enemies, and having repairs made in them will cost 2,000 G each.



Frog: Cyrus, wait!
I...

SET THE SPIRIT FREE

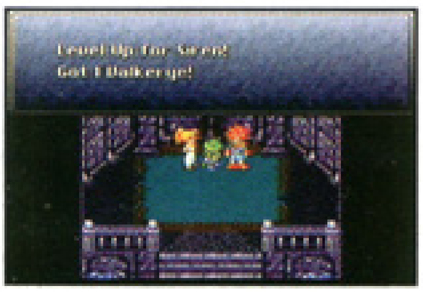
Be sure that you have Frog in your party as you approach Cyrus's grave. When he touches the stone, Cyrus's spirit will appear. Knowing that Frog is all right frees the spirit, but before it leaves, it powers the Masamune up into an even more formidable weapon. Henceforth, the Northern Ruins will be known as the Hero's Grave.



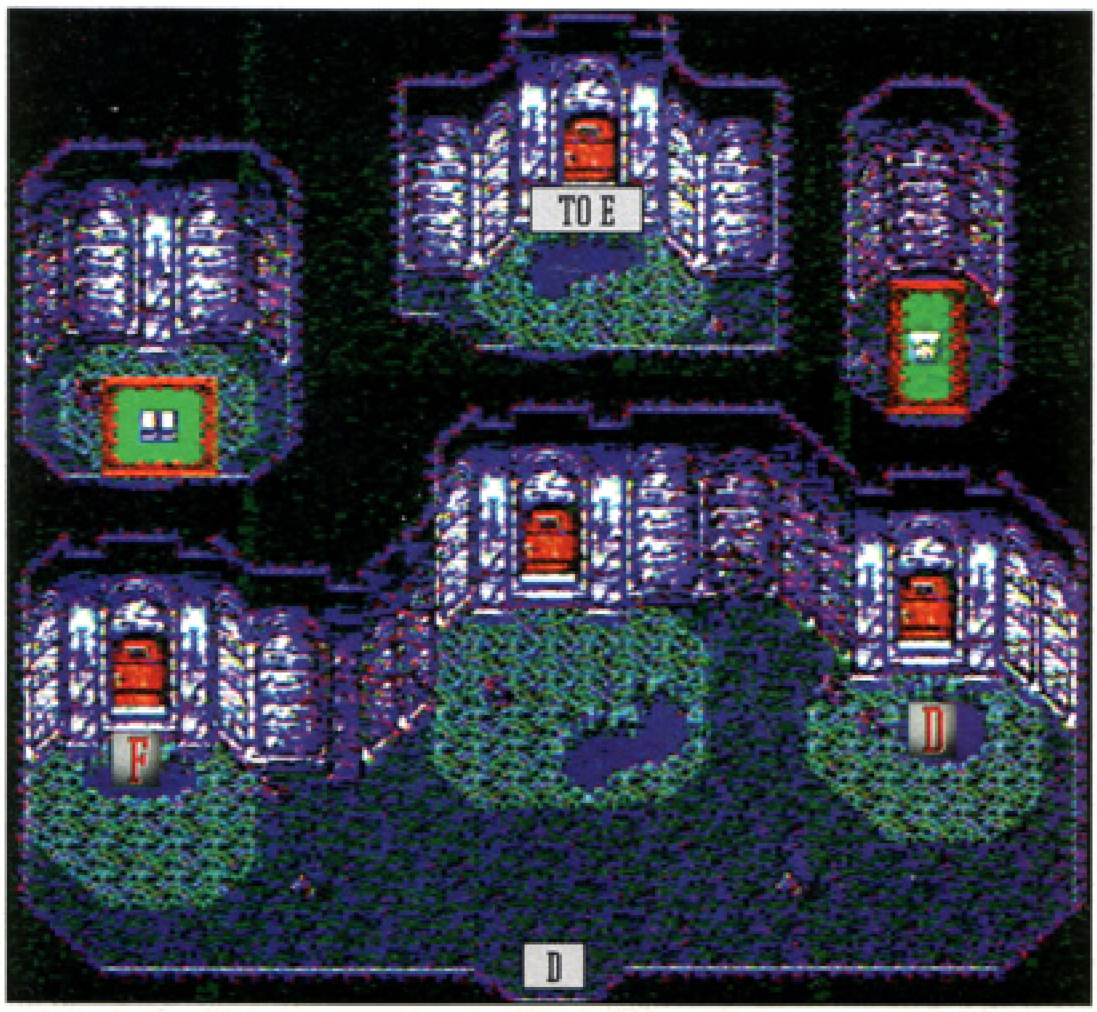
Frog: Ahh!
'Tis the true identity of the Masamune!!

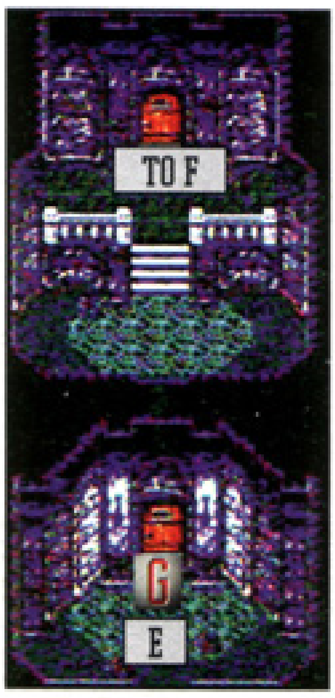
SEALED CHESTS

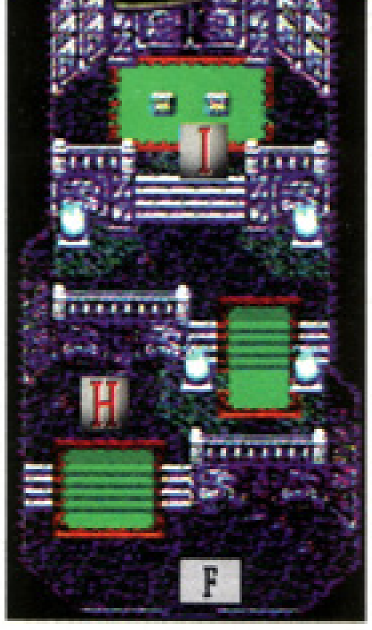
When you try to open some sealed chests in A.D. 600 a message will tell you that something inside is reacting to the Pendant. When you're asked if you want to open the chests, say "No." Instead, travel to A.D. 1000 and find the same sealed chests. Inside you'll find a powered-up version of the weapon you would have found had you opened the chests in the year A.D. 600. After removing the powered-up items, you can return to A.D. 600., open the chests and find the original items. If you remove the items in A.D. 600 without first taking them from the chests in A.D. 1000., you can get only one set of items—they'll be gone when you find the chests in A.D. 1000.



Level Up for Seren?
Got 1 Valkerye!







Enemies

A	2 Sentries
B	4 Sentries
C	2 Sentries
D	1 Defunct, 2 Reapers
E	2 Defuncts, 2 Reapers
F	1 Defunct, 2 Reapers
G	2 Reapers
H	2 Defuncts, 2 Bases
I	2 Defuncts, 2 Bases

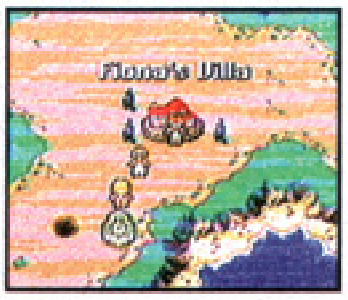
Event 3

The Green Dream

This episode takes Crono to the Sunken Desert in A.D. 600. A forest once stood where the barren desert lies. Now Fiona tries to make the forest flourish again.

FIONA'S DREAM

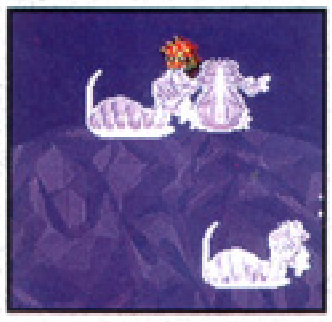
When you visit Fiona, you'll learn about her fondest dream, restoring the forest. Some underground force has destroyed the trees, root first. Descend into the Sunken Desert to see what forces are at work there.



FIONA: The desert monsters are draining the life out of the soil he

USE THE MAGIC OF WATER

The desert enemies that you'll find underground are particularly vulnerable to Water attacks, so take characters such as Marle and Frog, who have strong Water power.



Water hardens sand / Def pwr is down!

Hexapod

Crono 461/77

Marle 592/64

Ayla 716/73

Destinations

The Sunken Desert

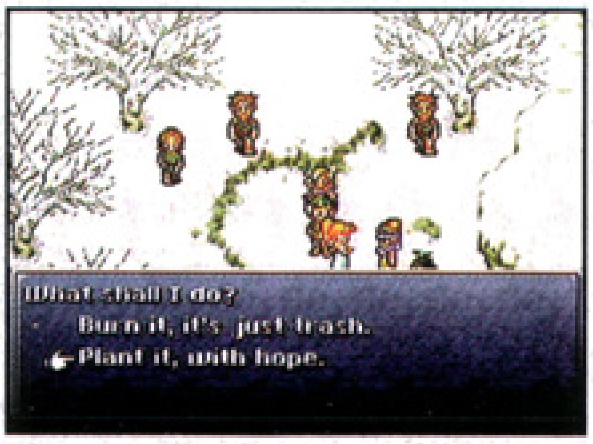
Clear the desert of enemies, then add Robo to your party and return to Fiona's. He'll stay behind to help.

Fiona's Shrine

Go to the shrine in A.D. 1000 to find Robo. The group will enter a campfire scene, and Lucca will leave alone.

Lucca's House

Lucca travels ten years into the past to keep her mother from being injured by the invention machine.

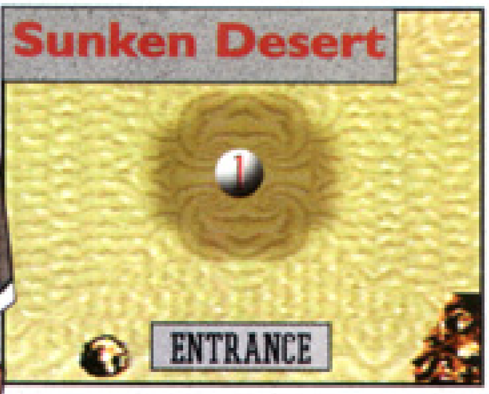

What shall I do?

Burn it, it's just trash.

Plant it, with hope.

NO DESERT?

To make the Sunken Desert appear, you must tell a woman in Zeal Palace to plant her sapling. If you told her to burn it, you can't complete this sequence. If you missed her, look for her at the Commons in 12,000 B.C.



Enemies

A	1 Hexapod, 3 Mahavors
B	3 Mahavors
C	2 Hexapods
D	3 Hexapods
E	3 Hexapods
F	3 Mahavors
G	3 Hexapods
H	Retinite

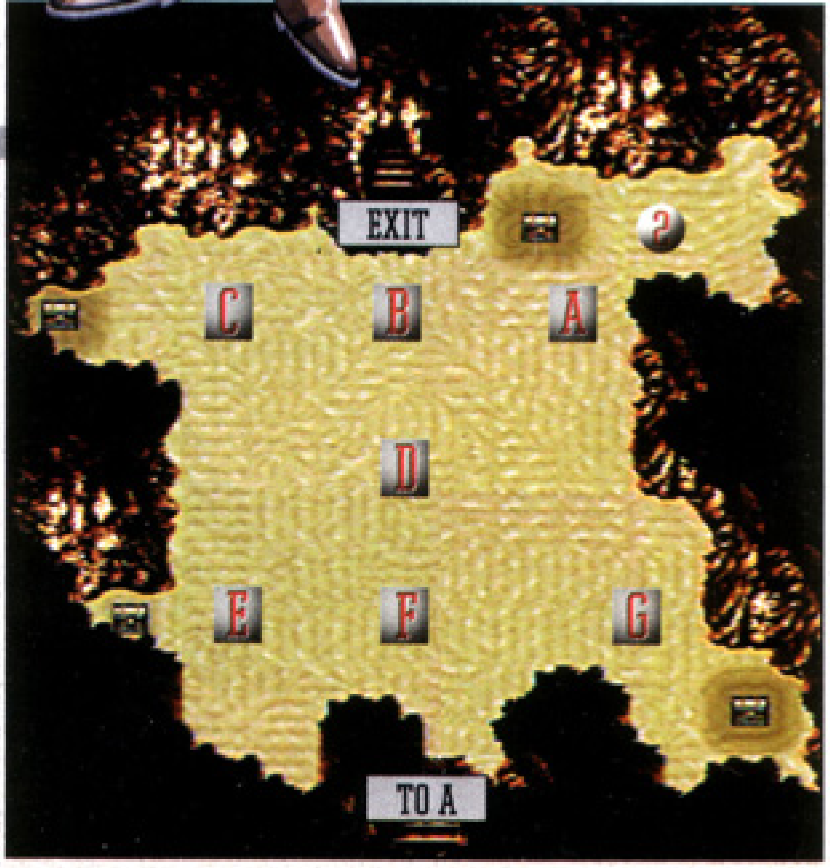
Things To Do

1. Step into the swirling sand in the center of the desert to go underground and clear out the enemies.
2. Land here when you enter the sand whirlpool.

Treasures

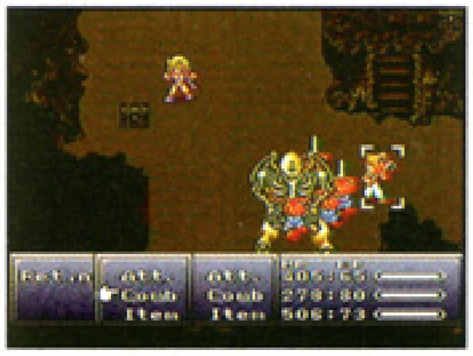
Aeon Helmet
Elixir
Full Tonic
Lapis
Muscle Ring
5,000 G

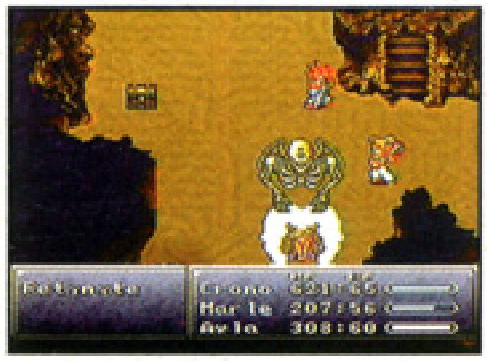
Aeon Suit
2 Full Ethers
Hyper Ether
Memory Cap
Power Tab



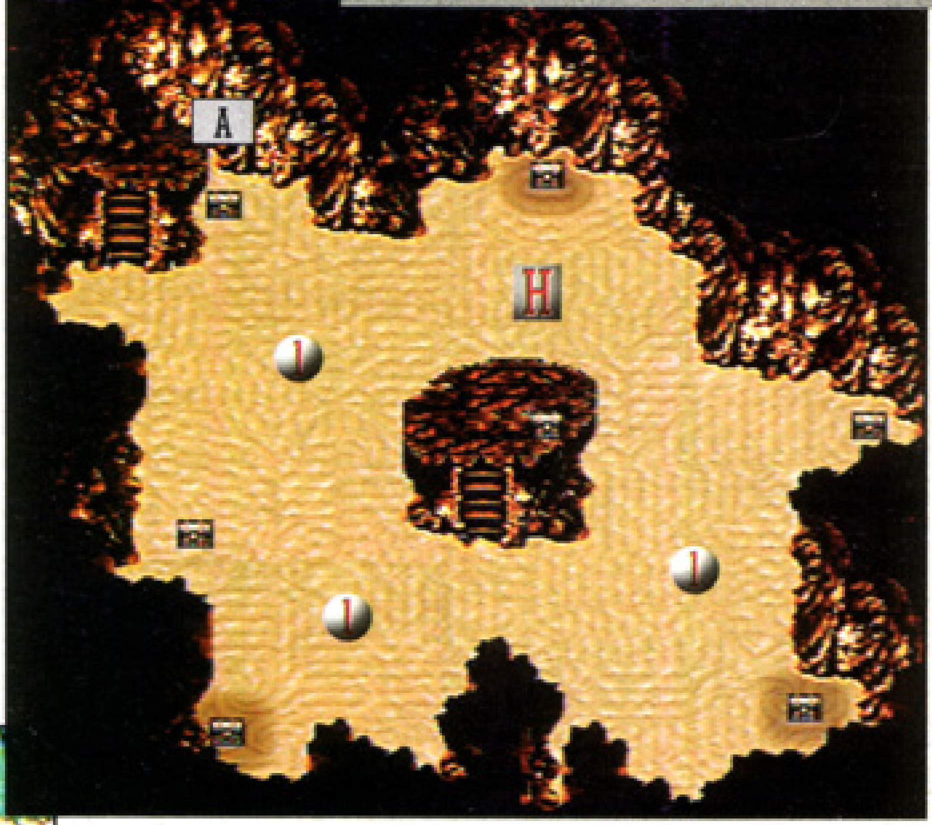
DESTROY THE RETINITE

There's a trick to beating the Retinite. First, destroy its midsection using regular attacks. Next, lower its defense by using Water spells, then use physical attacks. After a couple of attacks, you'll have to lower its defense again with Water.





After defeating the Retinite, add Robo to your party and return to Fiona's Villa. When Robo hears about her dream, he'll volunteer to stay behind and help her replant the forest.



MEET UP WITH ROBO

When you return to A.D. 1000, you'll see that Robo and Fiona's hard work has paid off. What was desert will be lush forest. Go to Fiona's Shrine to have Robo rejoin your party, then celebrate around the campfire.

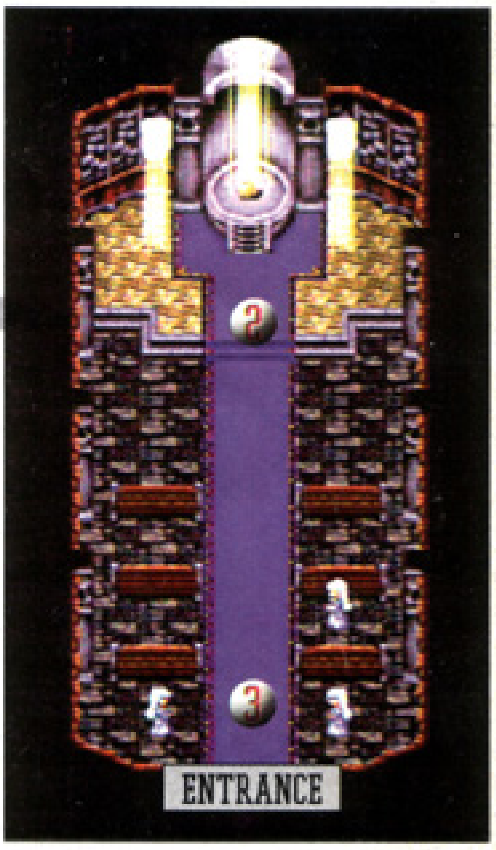
Now, let us celebrate our 400th year reunion.

Item Shop

Sight Cap	20,000
Memory Cap.	20,000
Time Hat	30,000
Vigil Hat	50,000

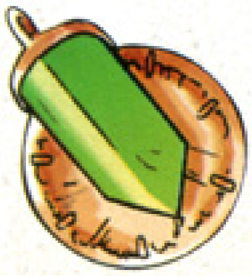
Things To Do

1. Watch out for the Retinite! It pops up out of the sand in several places.
2. Return to A.D. 1000 and go to Fiona's Shrine to get Robo. Lucca will get the Green Dream.
3. Talk to the women. They sell valuable hats, so stock up if you need some.



HURRY! SAVE LUCCA'S MOTHER

Lucca wakes in the night and travels to her past through a forest gate. If she's fast, she can keep her mother from being crippled by the invention machine.



[illegible] Dear me!
My [illegible]... I'm STUCK!
Lucca!
Lucca, HELP!

Got 1 GreenDream!

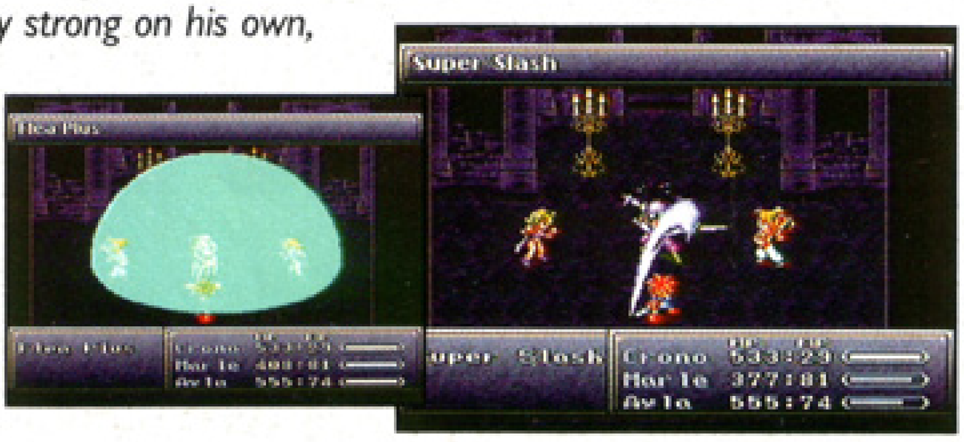
Event 4

Ozzie's Fort

After you defeat the Blackbird and recover the Epoch, Gaspar tells of a fugitive in The Middle Ages who has built a dark hideout.

THE REMATCH

None of these fiends is particularly strong on his own, but when Crono battles them together, they become a force to be reckoned with, so beware. As you fight these bosses, attack Flea first using Ice Sword 2 and Cube Toss. Slash should be your second target and Great Ozzie comes last.



TREASURE IN THE FORT

There are ten treasures hidden in Ozzie's Fort, including the Doom Sickle, Flea Vest, Ozzie Pants and Gloom Helmet. Ayla can steal some of them in battle.

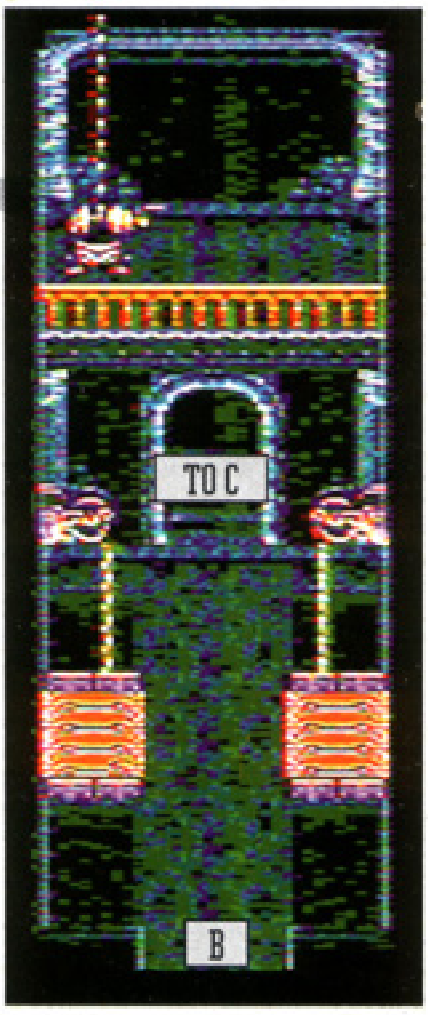
Destinations

Fiona's Shrine

Visit Fiona's Shrine in A.D. 1000 to get the Vigil Hat, which helps protect your party in Ozzie's Fort.

Ozzie's Fort

Use a team consisting of Crono, Marle (or Magus) and Ayla when raiding Ozzie's Fort.



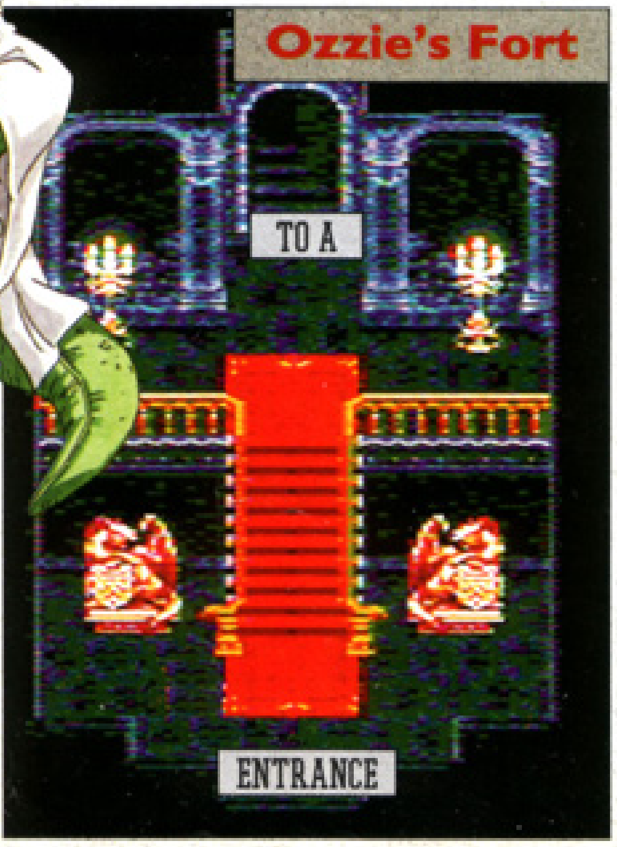
Medina Changes

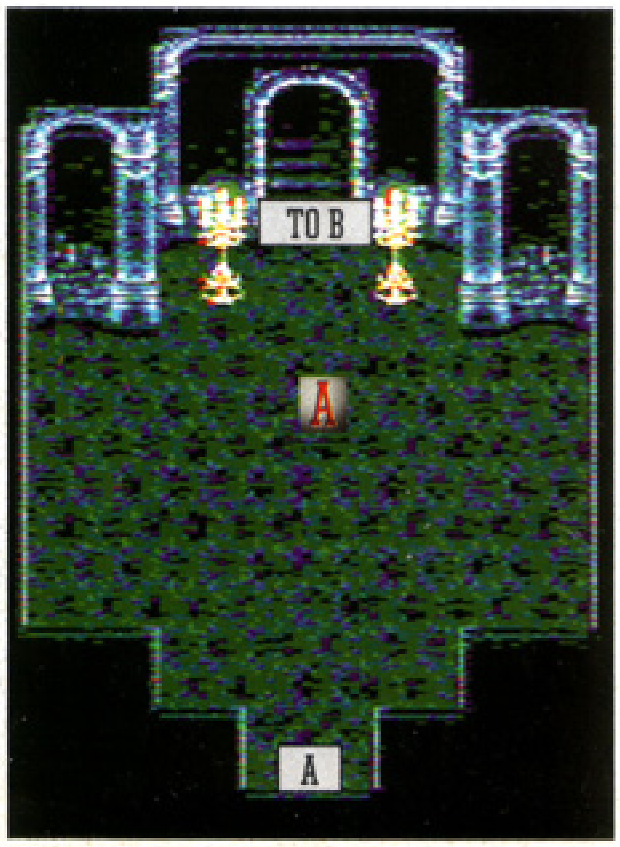
Defeat the trio, and return to Medina Village, where you'll find that the statue of Ozzie has vanished.

Market

Iron Blade	262
Steel Saber	597
Demon Edge	12,684
Lumin Robe	4,850
Flash Mail	6,342
Glow Helmet	1,717
Tonic	8
Mid Tonic	75
Full Tonic	523
Heal	8
Revive	150
Shelter	112
Ether	597

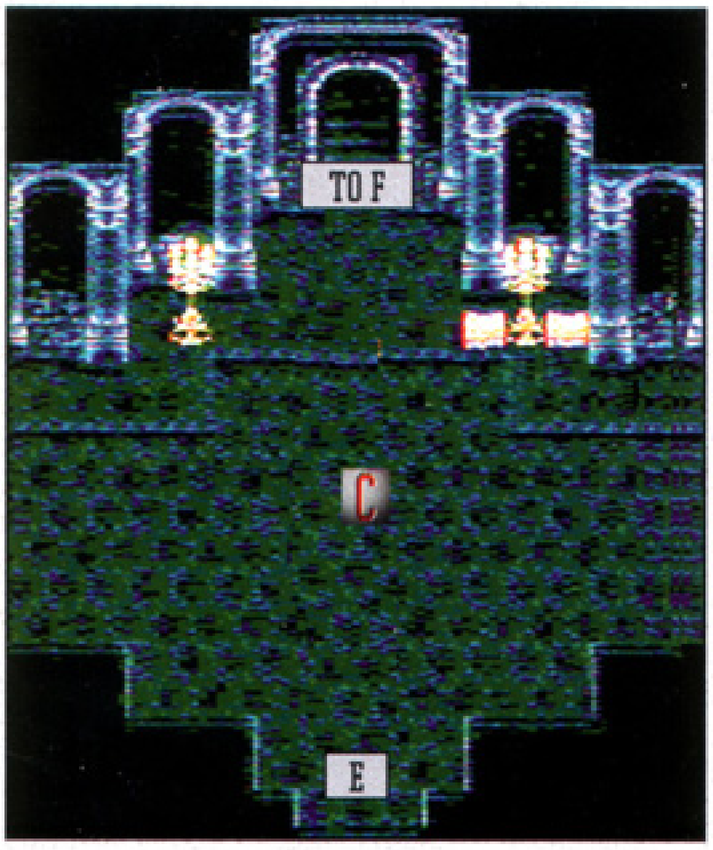
Ozzie's Fort

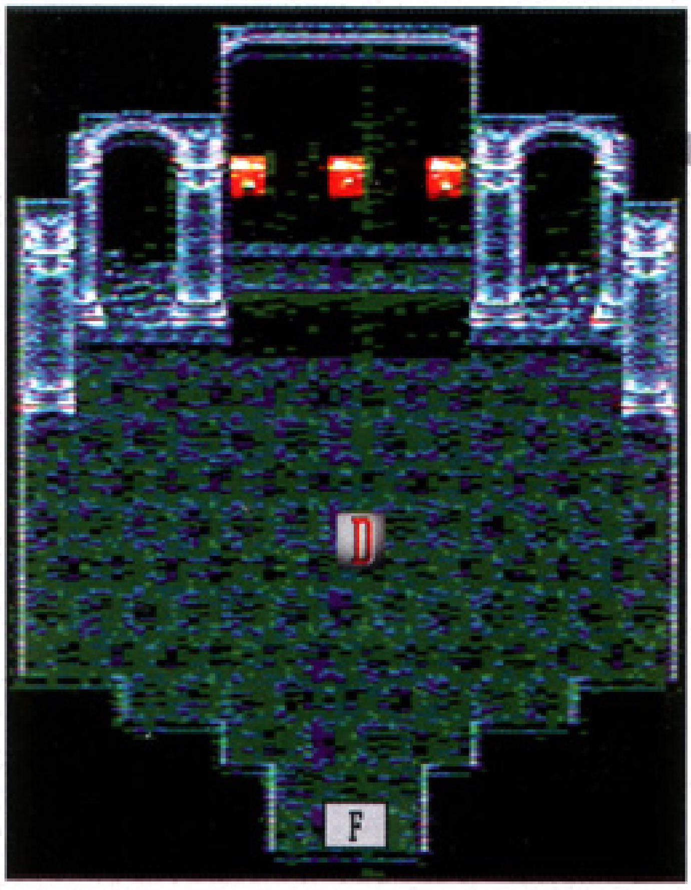




Enemies

- **A** Flea Plus
- **B** Super Slash
- **C** Great Ozzie, Super Slash, Flea Plus
- **D** Great Ozzie



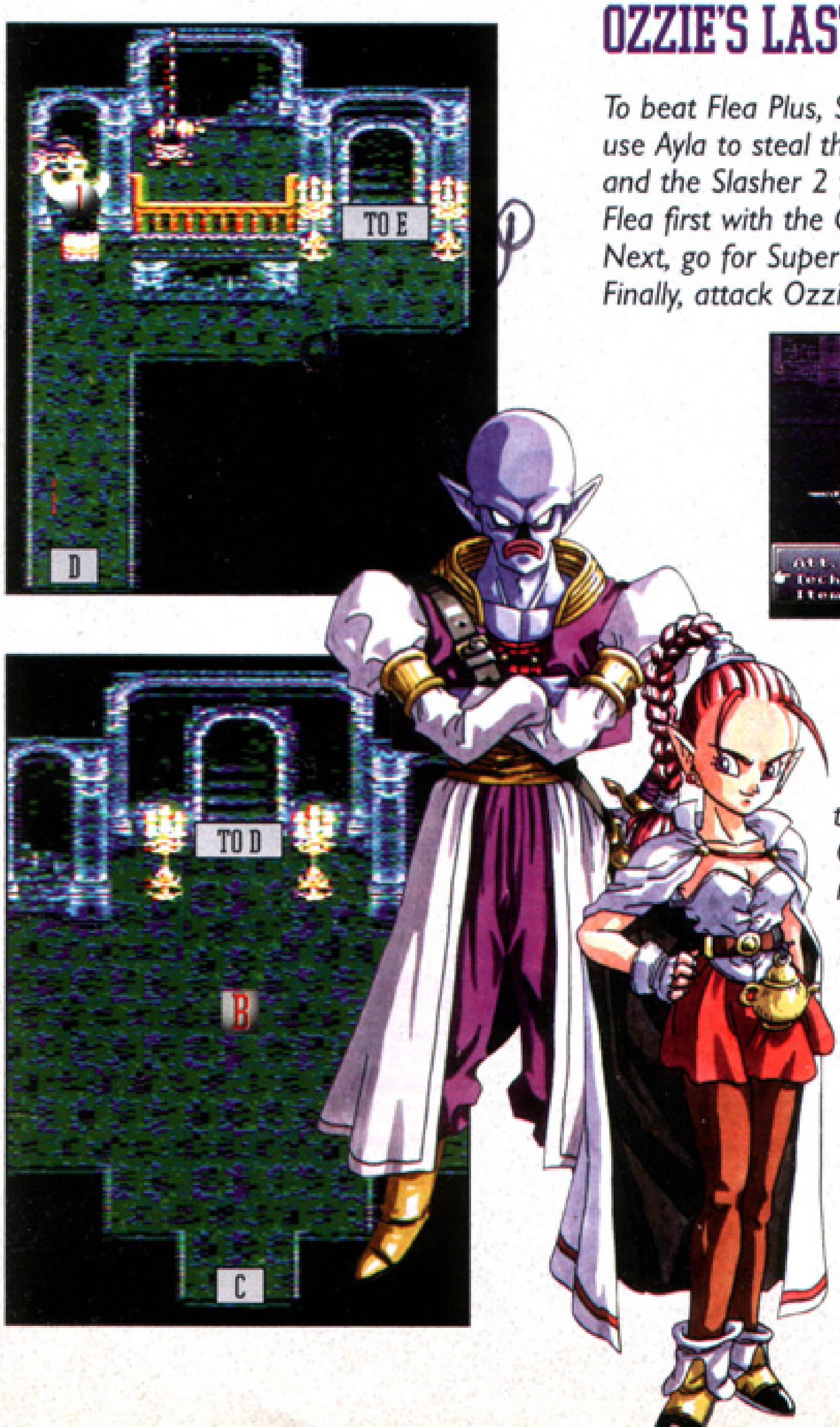


Things To Do

1. Watch out for the guillotine trap set by Ozzie and look for a hidden path where you'll find a treasure chest.

Treasures

Dash Ring
Doom Sickle
Flea Vest
Full Ether
Gloom Cape
Gloom Helm
Magic Tab
Ozzie's Pants
Sight Cap
Slasher 2



OZZIE'S LAST STAND

To beat Flea Plus, Super Slash and Great Ozzie, use Ayla to steal the Flea Vest from Flea Plus and the Slasher 2 from Super Slash. Attack Flea first with the Cube Toss and Ice Sword 2. Next, go for Super Slash using the Slasher 2. Finally, attack Ozzie.

THE CAT TRAP

Once you have squashed the three bosses, you still have Ozzie to contend with once more. Although your party falls into a trap, thanks to a cat, Ozzie will fall into his own trap, as well.

What are you aiming at, you fool?

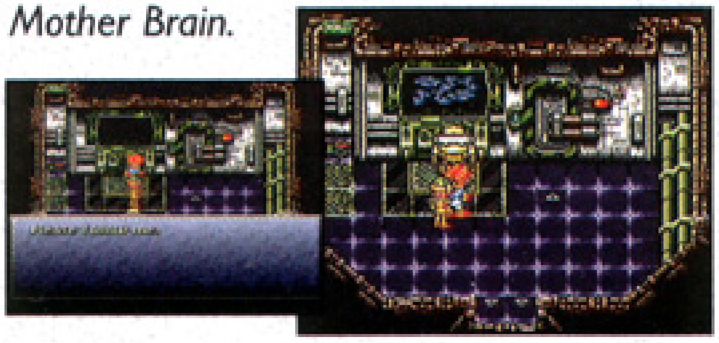
Event 5

Geno Dome

In the Geno Dome Robo meets his former friend, Atropos XR, but she's now being controlled by the wicked Mother Brain. Their meeting results in a sad showdown, and Robo must choose between old friends and new.

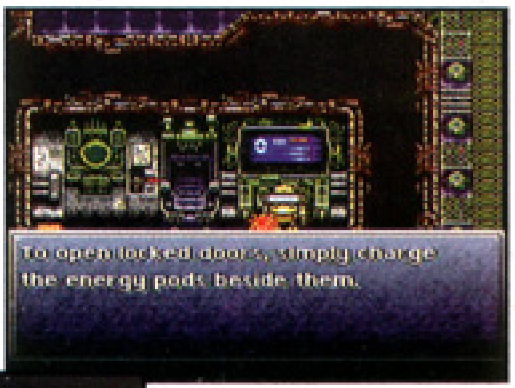
ROBO'S HOME

Welcome to Robo's home dome. Robo must lead your party to enter the decaying dome. Travel to A.D. 2300. Proceed into Geno Dome. Your quest here is to destroy Mother Brain.

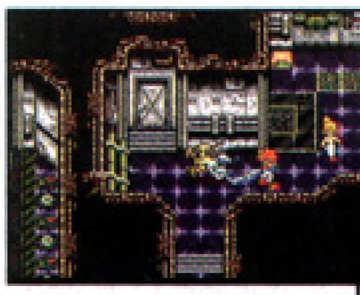


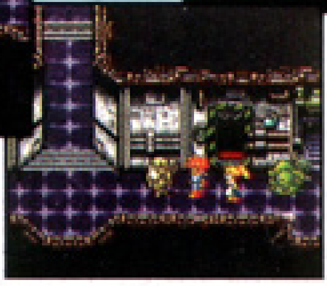
DOME TIPS

The Geno Dome contains several mysteries, including keys to Robo's past. Inside, you'll have to collect two fuzzy figurines before reaching Atropos XR and Mother Brain. You'll find numerous switches, doors and barriers that must be opened. Move quickly to pass through electrified areas in the limited time allowed. Once you find the two fuzzy creatures, place them on the two pedestals.



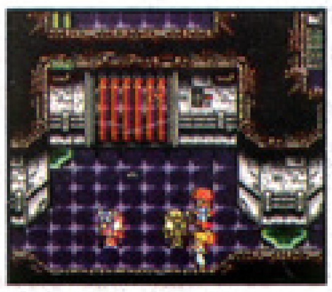
To open locked doors, simply charge the energy pods beside them.

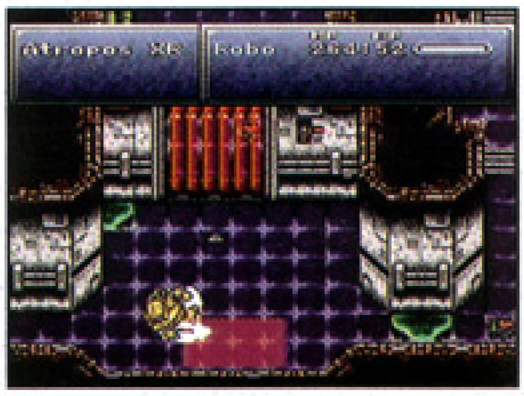




RADAR LOVE

Tragically, Robo must defeat his ex-girlfriend, because she has been reprogrammed by Mother Brain. To make matters worse, he is the only one who can fight. Robo's best attacks are the Uzi Punch and Robo Tackle during this battle. The Heal Beam and Mid Tonics will keep him alive during this war of the heart.





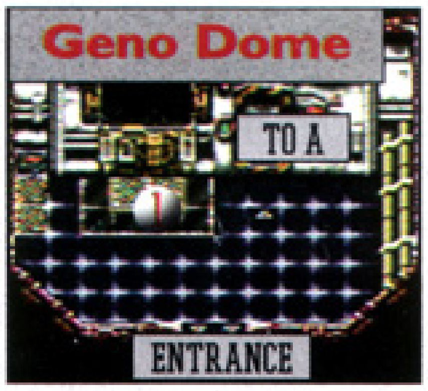
Destinations

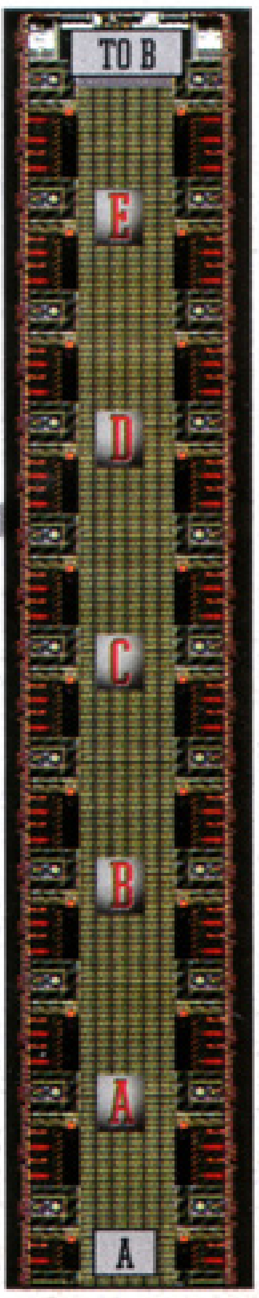
Ozzie's Fort

After your victory against Ozzie and his pals in the Fort, fly back to the future using the Epoch.

Geno Dome

Robo is in the lead as you travel to the Geno Dome, where he must confront his past.



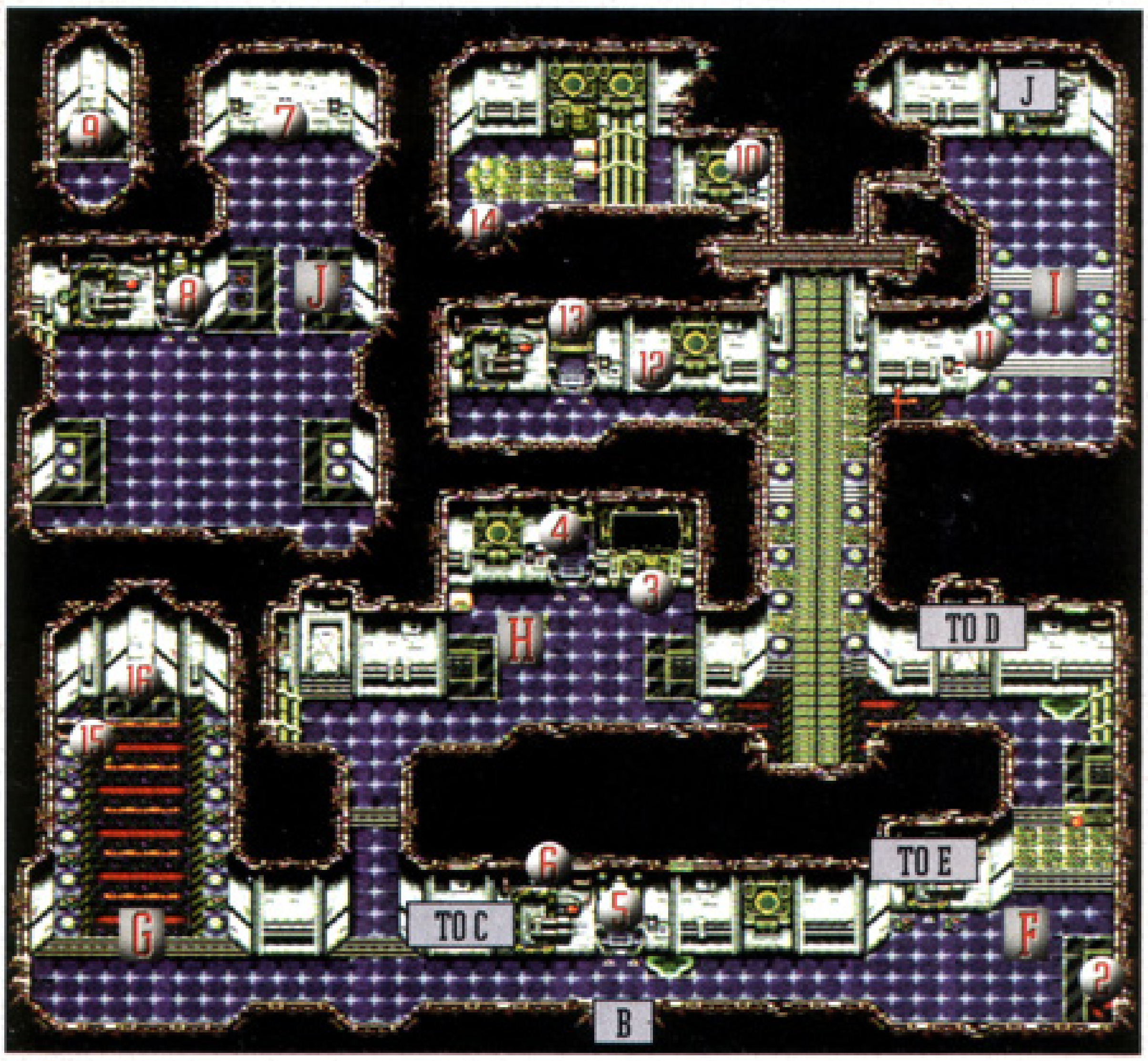


Things To Do

1. Have Robo access the computer. Use it to open the door on the right.
2. Use the chute in the corner when you want to return to the dome's entrance.
3. Access the computer to get information about charging pods in the dome.
4. Energize Robo here, then use the charge to open the locked door on the left.
5. Flip the switch on the wall to open the pod on the left.
6. Energize Robo, then charge the pod to open the locked door on the left.
7. Push the right and left panels to make them red and open the pod on the left.
8. Use Robo to charge the pod and unlock the door on the left.
9. Go through the door, get the Figurine, then exit.
10. Flip the switch to reverse the direction that the conveyor belts move.
11. Flip the switch on the wall to turn off the laser barrier.
12. Press A to hit the switch that open the pod on the left.
13. Charge the pod with an electric spark to open the door on the left.
14. Enter and get the robot there to follow you.
15. Have the robot distract the guard that blocks your path.
16. Go behind the guard to pick up the another Figurine.
17. Flip the switch on the wall to turn off the laser barrier.
18. Place one of the Figurines on the pedestal here.
19. Place the second Figurine on the other pedestal to open the door leading to the Mother Brain.

Treasures

- 15,000 Gold
- 50,000 Gold
- Elixir
- 2 x Full Ether
- 2 x Full Tonic
- 2 x Figurine
- Hyper Ether
- 2 x Lapis
- Magic Tab
- Mega Elixir
- Power Tab
- Vigil Hat
- Ribbon
- Terra Arm
- Crisis Arm
- Speed Tab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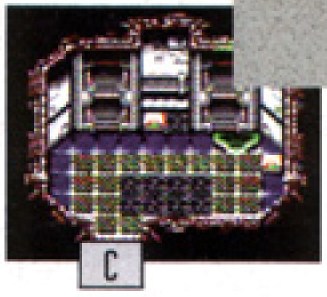
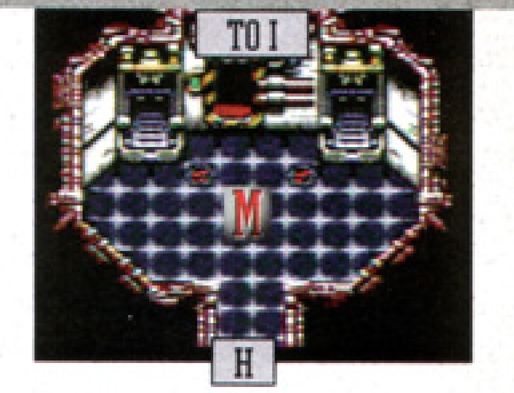
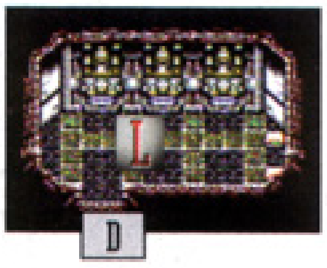
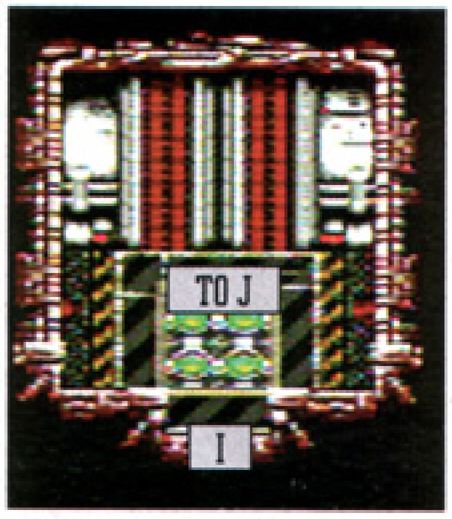
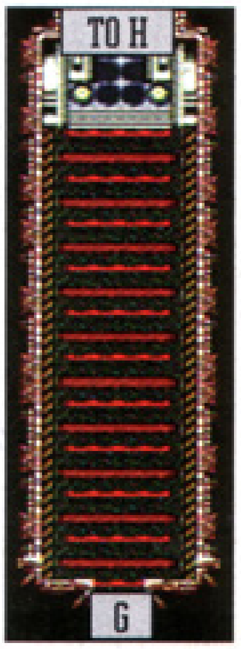




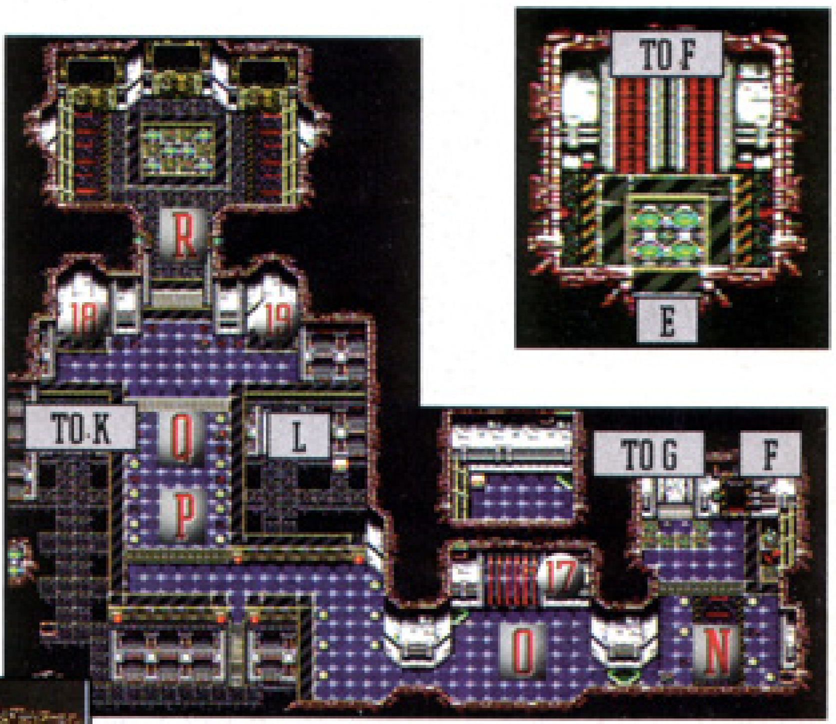






Enemies

A	2 Debuggests
B	2 Proto 4
C	4 Debuggests
D	2 Proto 4, 2 Debuggests
E	2 Proto 4, 4 Debuggests
F	3 Debuggests
G	2 Debuggests
H	3 Proto 4
I	1 Proto 4, 2 Laser Guards
J	4 Laser Guards
L	3 Proto 4
M	2 Proto 4, 2 Laser Guards
N	2 Laser Guards
O	Atropos–XR
P	6 Laser Guards
Q	6 Laser Guards
R	Mother Brain, 3 Displays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19
TO K
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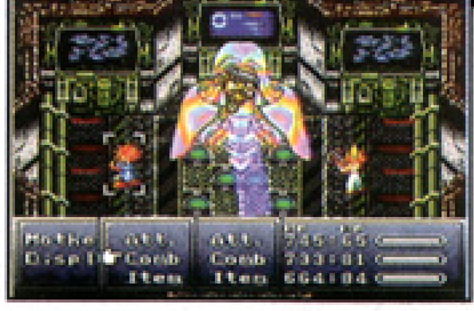
17
O
N

TO F
E

DEFEAT THE MOTHER BRAIN

With Robo, Crono and Ayla as your number one commando team, move against the computers behind Mother Brain first. Destroy two of the computer screens, and only two. With two screens down, turn your attention to Mother Brain with Uzi Punch and Max Cyclone as your basic attacks. To avoid Mother Brain's chaos spell, use the Sight Cap, Vigil Hat or Amulet. You'll win the Terra Arm and the Crisis Arm before being zapped outside.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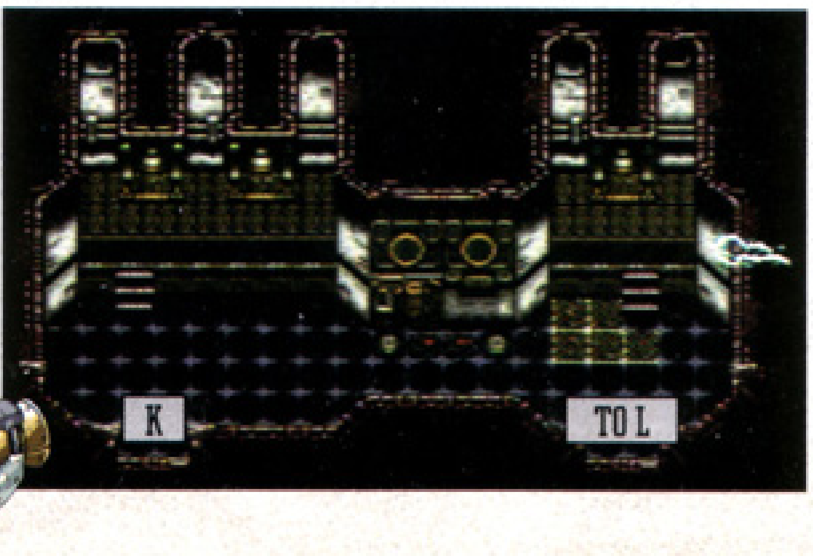
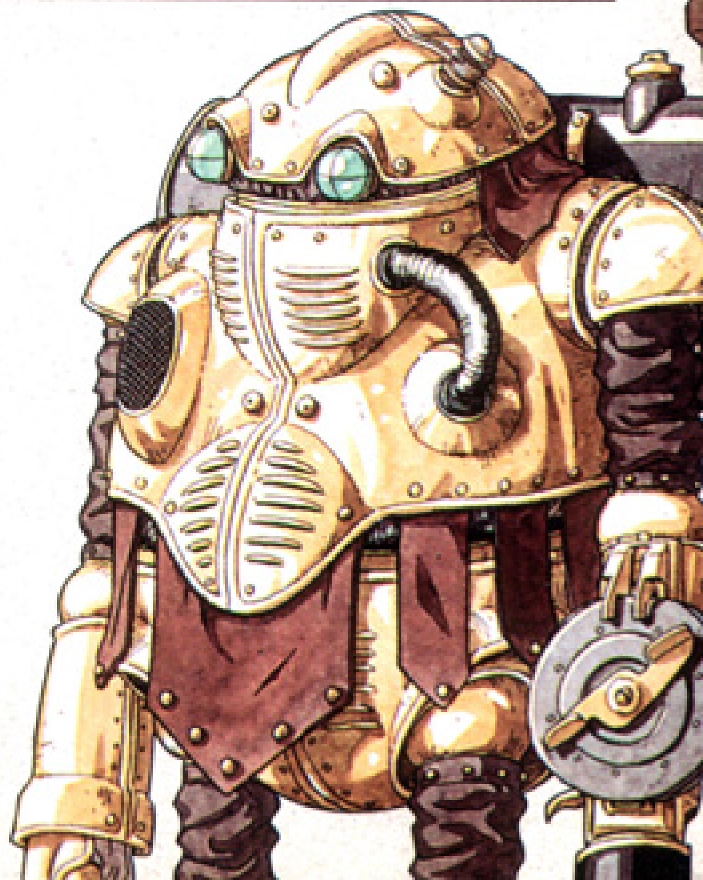
664:84

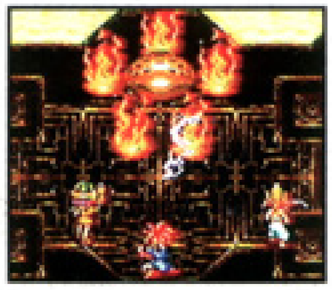




Event 6

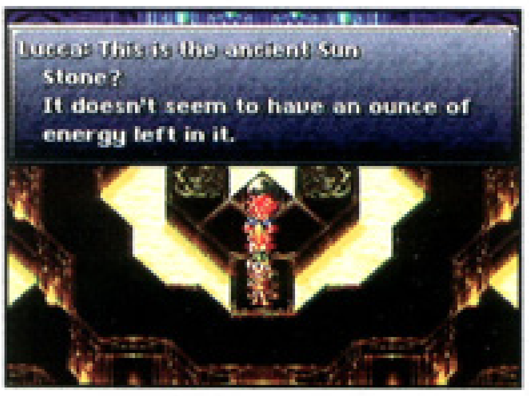
The Quest for the Sun Stone

The legendary Sun Stone can be found in the future, but only after you find the Moon Stone and take it to the Sun Keep. The Sun Stone allows you to gain Crono's powerful Rainbow Sword.

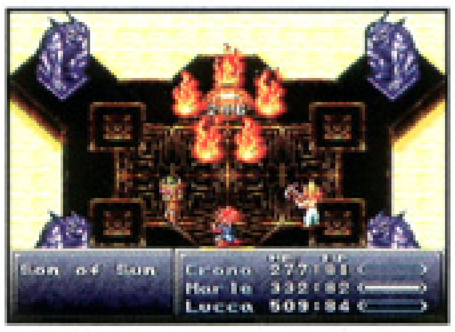


SON OF SUN

In the Sun Palace, defeat the Son of Sun to get the Moon Stone. Attack the active smaller fireballs with physical attacks, not magic. The weak point keeps changing, so be prepared for a long battle.

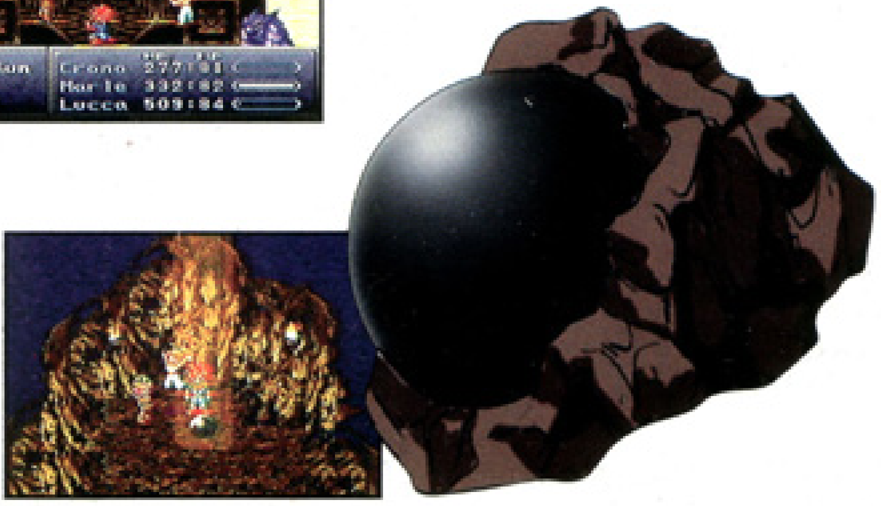


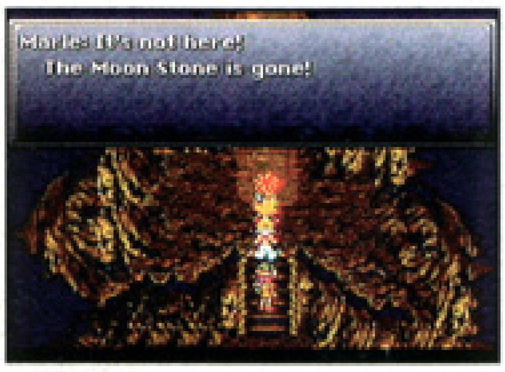
Lucca: This is the ancient Sun Stone?
It doesn't seem to have an ounce of energy left in it.



MOON STONE

Travel back to 65,000,000 B.C. and head for the Sun Keep. Place the Moon Stone in the beam of light, then go to the Sun Keep in A.D. 1000.



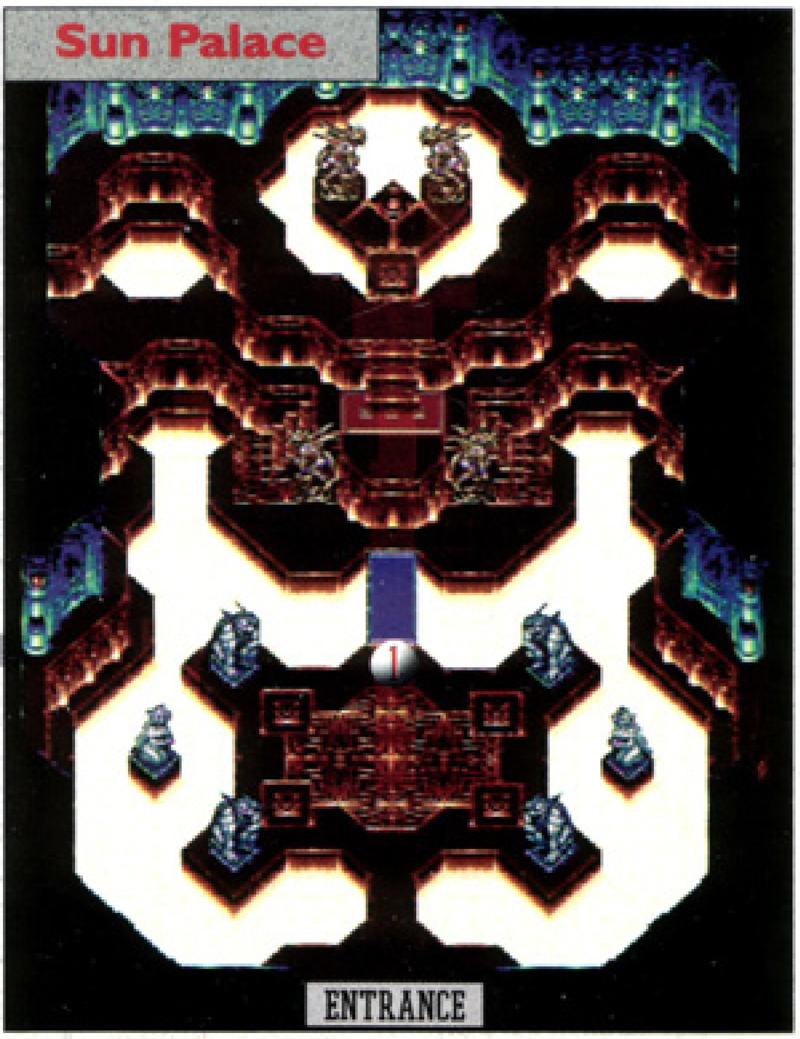


Marle: It's not here!
The Moon Stone is gone!

Travel to the Sun Keep in A.D. 2300 and find that the Moon Stone has been stolen.

Things To Do

1. After defeating Son of Sun, a bridge appears. Cross over to the other side to pick up the Moon Stone.



Destinations

Sun Palace A.D. 2300
Get the Moon Stone from Son of Sun.

Sun Keep 65,000,000 B.C.
Place the Moon Stone in the Sun Keep in 65,000,000 B.C.

Sun Keep A.D. 2300
You discover the Moon Stone was stolen in A.D. 1000.

Porre A.D.1000
Something is shining around the Mayor of Porre's house. You'd better investigate!

Snail Stop A.D. 1000
At the Snail Stop, purchase the Jerky.

Elder's House A.D. 600
Give the Jerky to the woman in the Elder's house.

Porre A.D. 1000
Get the Moon Stone back from the Mayor.

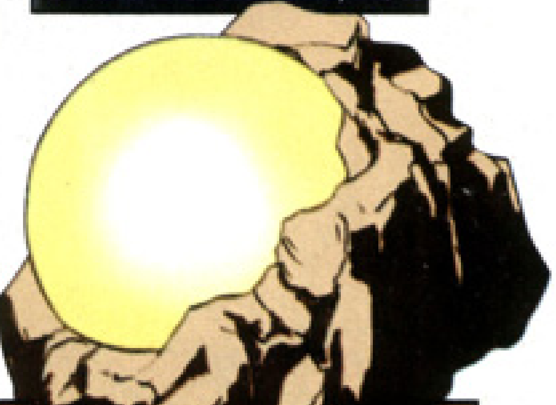
Sun Keep A.D. 1000
Return to the Sun Keep, and again place the Moon Stone there in the light.

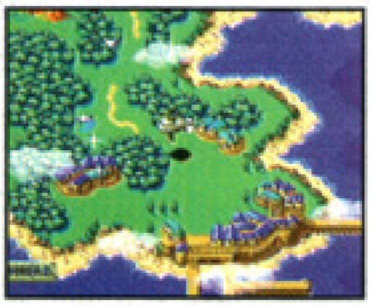
Sun Keep A.D. 2300
Finally, in the future, you can obtain the Sun Stone. Make sure Lucca is in your party.

Lucca's House
Lucca creates the Wonder Shot and Sun Shades. Melchior makes the Rainbow Sword.

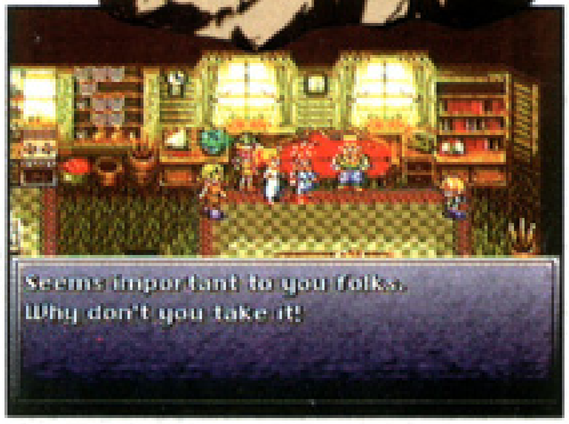
MOON STONE MISSING

The Mayor of Porre pretends to know nothing of the missing stone. You'll need some Jerky to win over a woman in the past before you can get the Moon Stone back in the present.





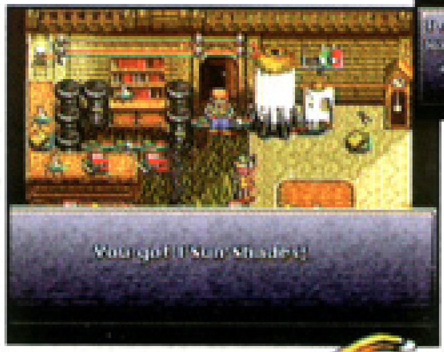
The mysterious sparkles rising from the mayor's house gives away his secret.



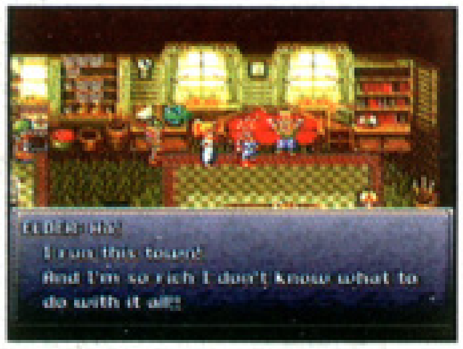
Seems important to you folks.
Why don't you take it!

SNAILS AND JERKY

Transport in the Epoch to A.D. 1000 and visit the Snail Stop in Porre Village. Purchase some Jerky and go back to A.D. 600. Head for the Elder's house and give the Jerky to the woman. Next, return to the present and get the Moon Stone from the Mayor.



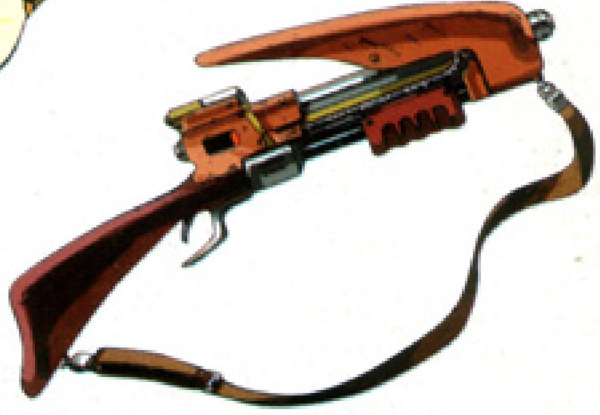
You got 1 Sun Shades!

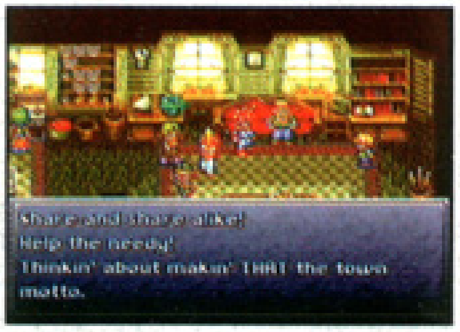


ELDER: Ha!
I run this town!
And I'm so rich I don't know what to do with it all!!

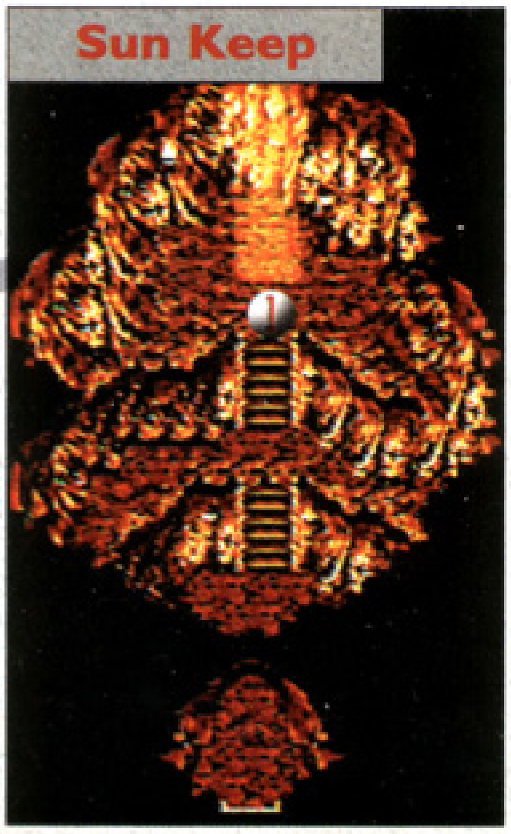
THE REASON

In the Present, the Mayor is very greedy for money and power. Not even his daughter thinks much of him. By traveling into the past, you will be able to alter the mind set of the Mayor's ancestors, which will ultimately change the Mayor in the Present.





Share and share alike!
Help the needy!
Thinkin' about makin' THAT the town motto.



Sun Keep

Things To Do

1. With the recovered Moon Stone, go to the Sun Keep and place the stone in the beam of light. Now go to the Sun Keep in A.D. 2300 to find the Sun Stone.

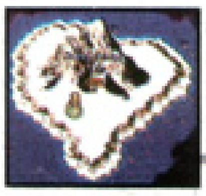
Treasures

Moon Stone
Jerky
Sun Stone

A.D. 600

A.D. 1000

A.D. 2300



12,000 B.C.

65,000,00 B.C.

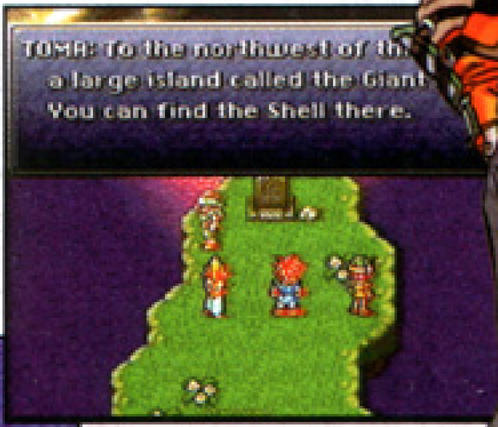
Event 7

The Rainbow Shell

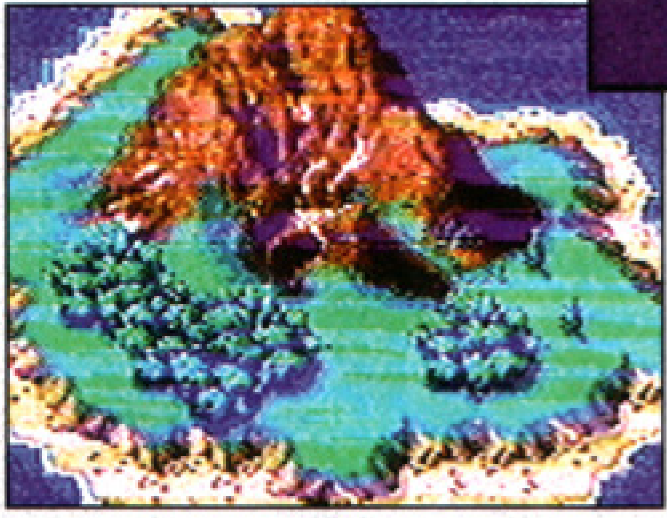
According to Gaspar, there's an object in the Middle Ages that sparkles like a rainbow. It's the Rainbow Shell, and it holds special powers that you'll need in order to get powerful weapons and items.

TO THE GRAVE

Go to Choras Village, in A.D. 600, and chat with Toma to get his Pop. Next, go to the West Cape, in A.D. 1000, and locate Toma's Grave. Stand next to the gravestone and press A to pour Toma's Pop over it. When you do this, Toma's ghost will appear. The ghost will tell you where the Giant's Claw is, and he'll open it so you can enter and search for the Rainbow Shell.



TOMA: To the northwest of th
a large island called the Giant
You can find the Shell there.



BACK TO THE LAIR

Giant's Claw sits where the Tyrano Lair was located in Prehistoric times. During the destruction of Lavos, the lair was buried.

Destinations

Choras Cafe

Travel back in time to meet Toma in the Middle Ages. When you talk to him, he'll give you his Pop. Take it back to the present.

The West Cape

Pour Toma's Pop over the gravestone at the West Cape. When you do, Toma's ghost will appear and tell you about the Giant's Claw.

Giant's Claw

Find and defeat the Rust Tyrano, then talk to the King. He will offer to have his men retrieve the heavy Rainbow Shell.

Guardia Castle

Return to the castle in A.D. 1000 to learn that the King is on trial, charged with squandering jewels and money.

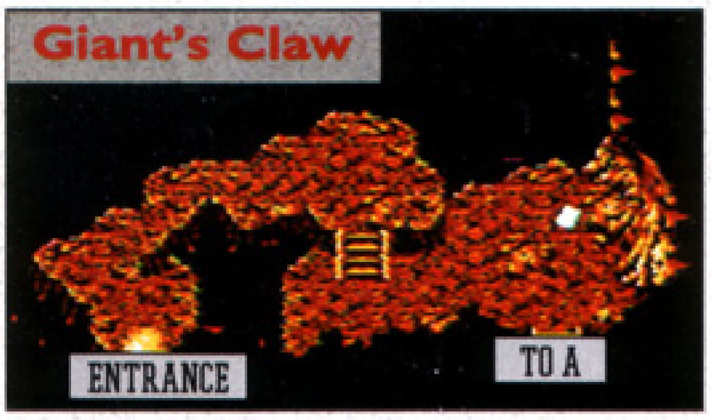
Treasure Storeroom

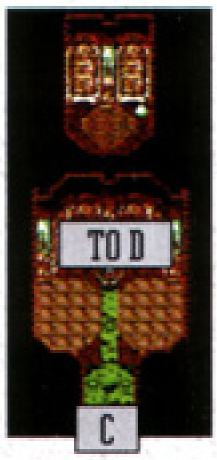
Go to the new storeroom in the lower right corner of the castle and search for the Rainbow Shell, put there for safekeeping.

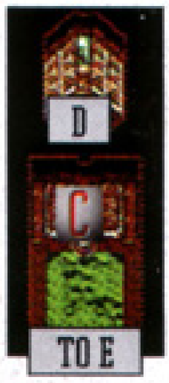
The Courtroom

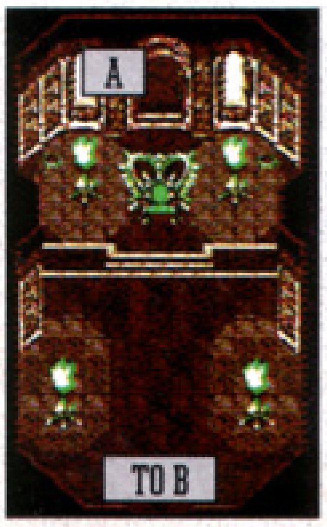
Take the Prism Shard to the courtroom to prove the King's innocence. Fight Yakra XIII, then meet Melchior in the storeroom.

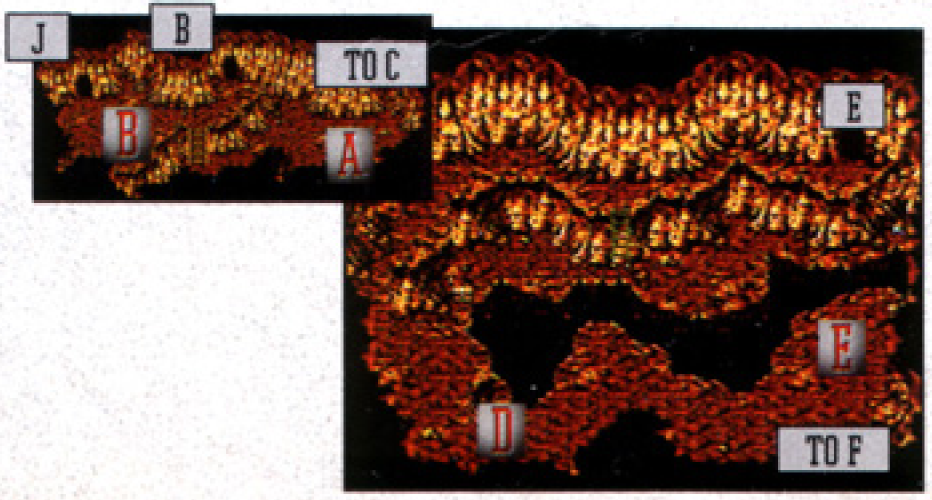
Giant's Claw

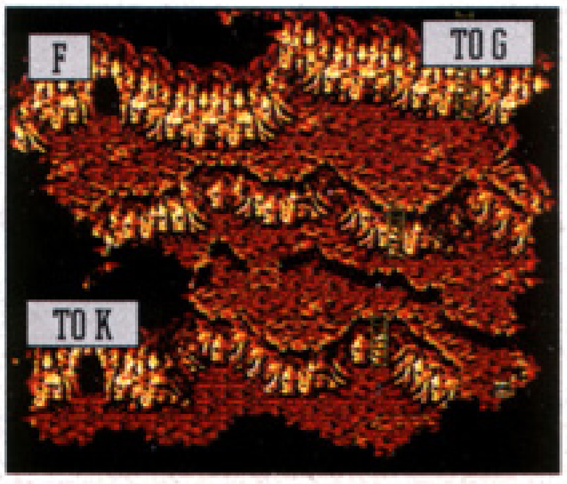






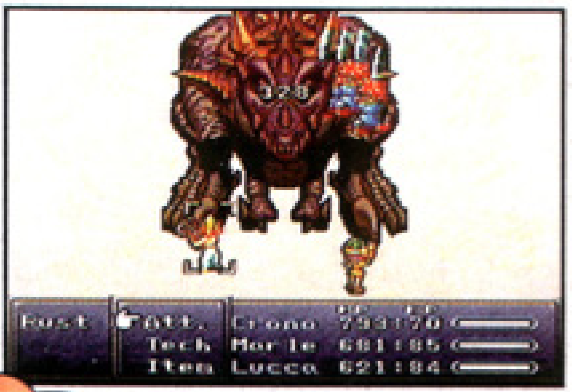






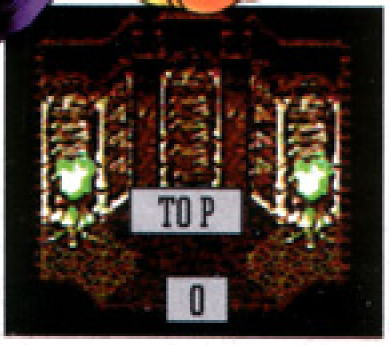
FIGHTING THE RUST TYRANO

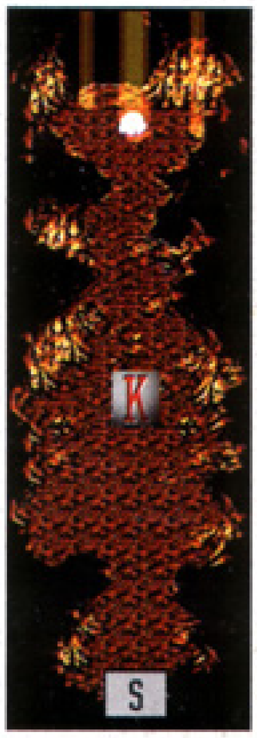
The Rust Tyrano is a huge tyrannosaurus that attacks with fiery breath. Before the battle, equip your party with protective gear such as the Red Vest, the Red Mail, or the Ruby Vest. The tyrano counts down from five before flaming, so use your strongest attacks while he counts. Use a heal spell after the attack. You'll find the Rainbow Shell after the fight.

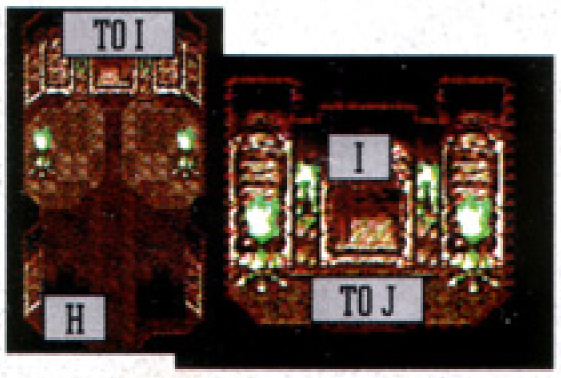

Rust
Att.
Tech
Item
Crono
Marle
Lucca

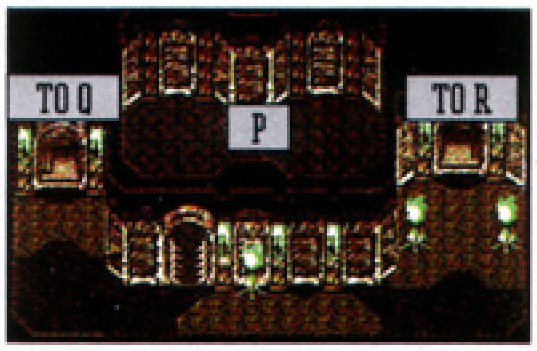
BEHOLD THE RAINBOW SHELL

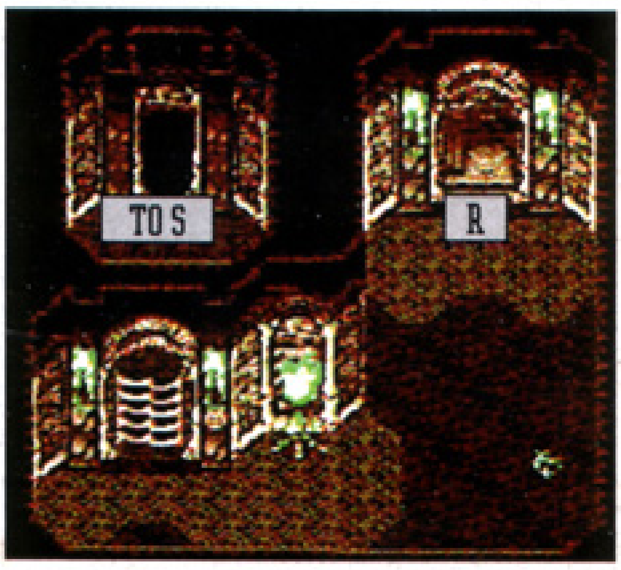
The Rainbow Shell is awesome but too heavy to carry. When you leave the cave, you'll go automatically to the castle, and the King will offer to have his men carry the shell back for safekeeping.

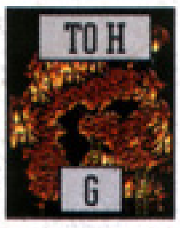


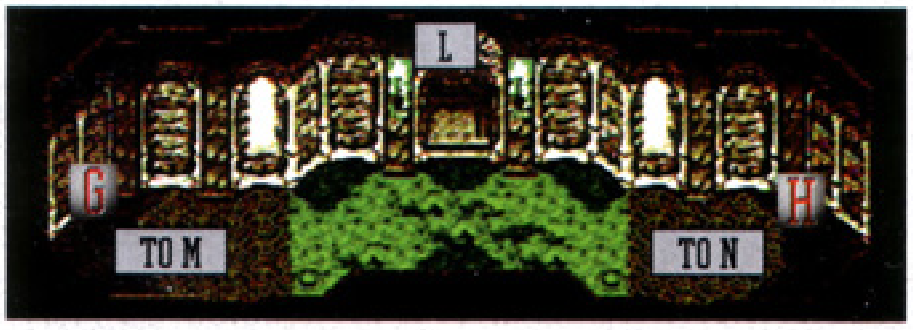


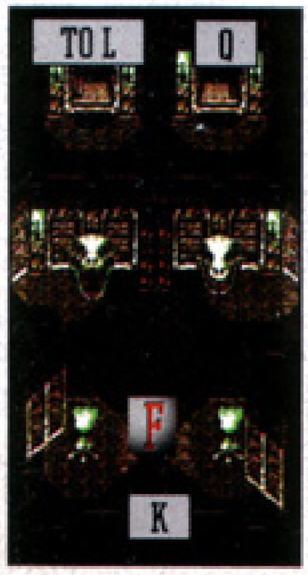


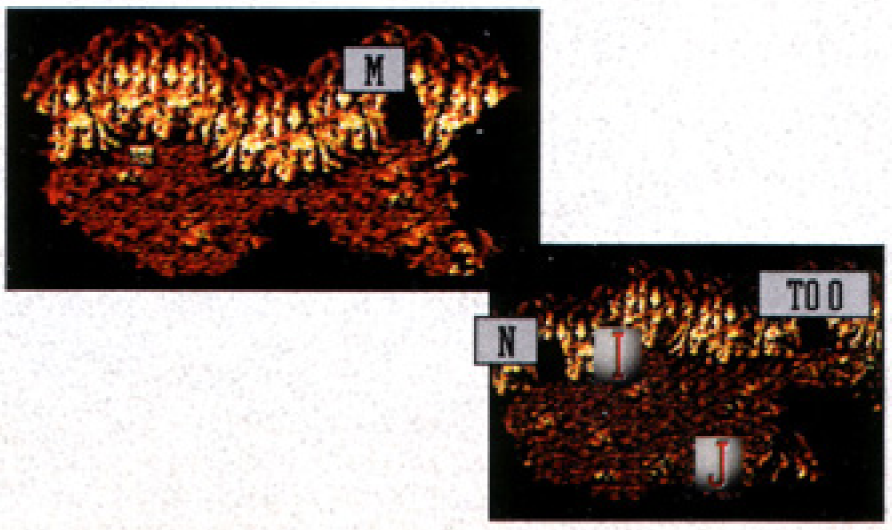












Enemies

A 3 Lizardactyls
B 1 Gigasaur, 2 Leapers
C 2 Fossil Apes, 3 Leapers
D 2 Fossil Apes
E 1 Fossil Ape, 2 Leapers
F 1 Gigasaur, 2 Leapers
G 1 Fossil Ape, 2 Lizardactyls
H 1 Fossil Ape, 2 Leapers
I 1 Rubble
J 1 Rubble
K Rust Tyrano

THE KING ON TRIAL

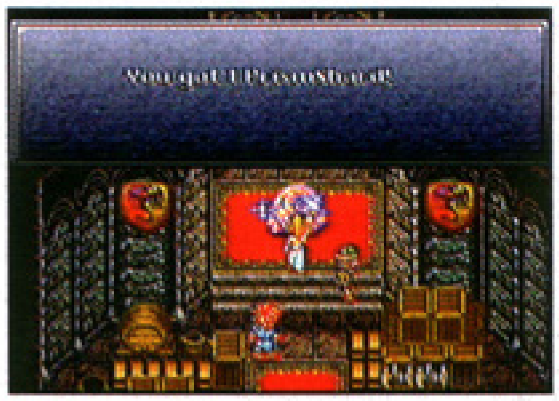
Take Marle and return to the Castle in A.D. 1000. There you'll find that the King himself is on trial, charged by the Chancellor with stealing from the royal coffers. As proof, the Chancellor claims that the Rainbow Shell is missing. Prove that the King is innocent by finding the shell and bringing a piece of it back to the courtroom.

CHANCELLOR: Had any of you heard of the "Rainbow Shell?"

Marle: It's probably in the basement!

TAKE A PIECE OF SHELL

Go downstairs and to the right to find new stairs that lead down. Follow the hallway to a large treasure room, where you'll find the Rainbow Shell. Beside the shell, Marle will find a message from her mother, asking her to help her father. Take a Prism Shard from the shell and take it to the Chancellor.



You got 1 PrismShard!

"This special band is part of a family tree which links us together.
Queen Guardia XXI, Leene."

Marle: So there IS a plot!
Let's hurry!

Things To Do

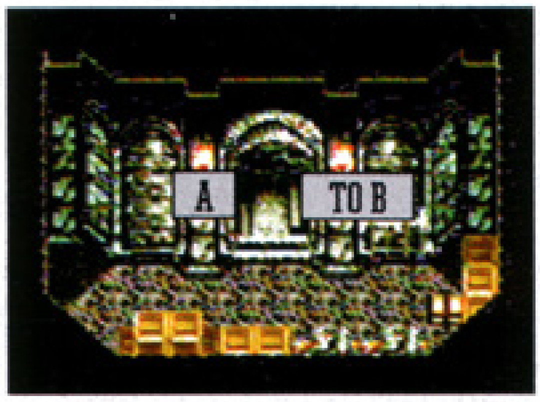
1. Go to the courtroom to find that the king is being charged with theft.
2. Go to the new storeroom to find the Rainbow Shell. Get the Prism Shard.
3. Return to the courtroom to prove the king's innocence. Fight Yakra XIII and get the Yakra Key.
4. Use the Yakra Key to open the locked chest and free the real Chancellor.
5. Go to the Rainbow Shell and have Melchior use the shell and Sun Stone to craft some powerful weapons and armor.

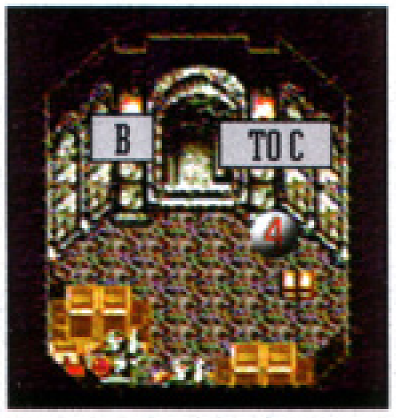
Treasures

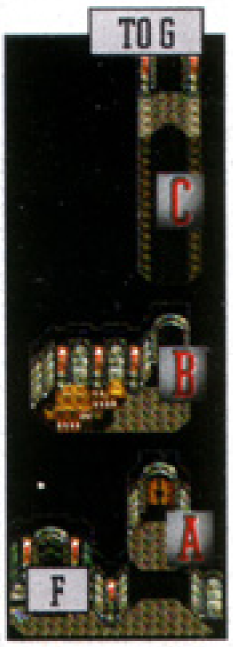
4 Hyper Ethers
3 Elixirs
2 Lapis
Prism Shard
Yakra Key
Rainbow Sword
Full Ether
Mega Elixir
Red Mail

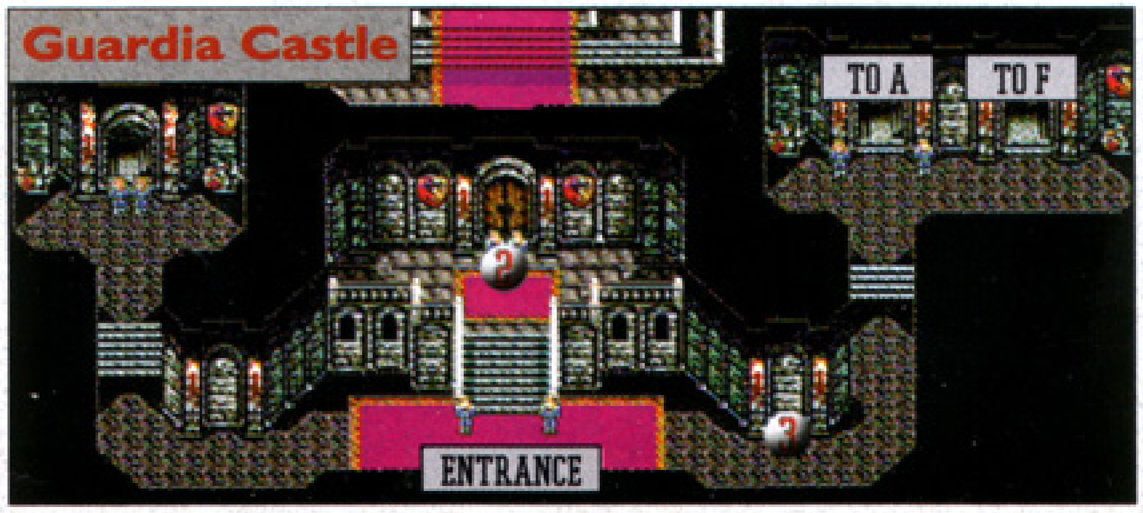
Enemies

A 2 Gnashers
B 1 Naga-ette, 1 Gnasher
C 1 Naga-ette
D 2 Naga-ettes, 1 Gnasher
E 2 Naga-ettes, 1 Gnasher
F Yakra XIII









THE BATTLE WITH YAKRA

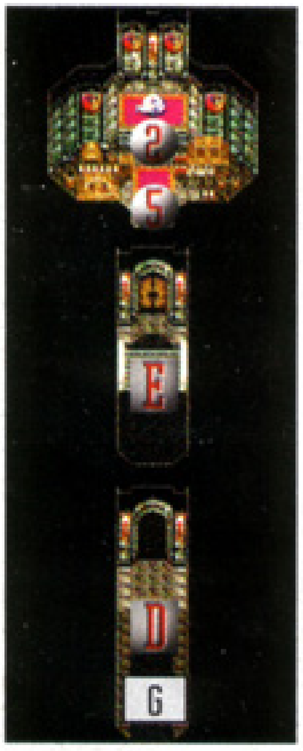
When you return with the Prism Shard, the Chancellor, who is a fake, will turn into Yakra XIII. He's massive. You'll have to use your most powerful magic, such as Luminaire, Ice Sword 2 and Cube Toss on him. Cast Haste on your own party, and heal them as needed to stay in the fight. When you defeat the beast, you'll earn the Yakra Key.

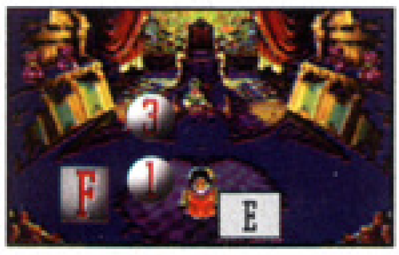
YAKRA'S KEY

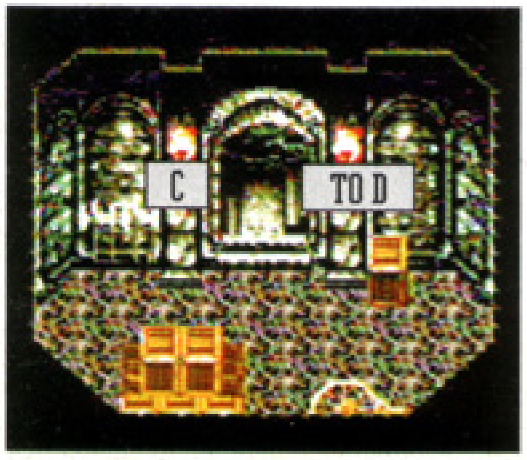
Yakra's Key opens the locked treasure chest. Open the chest to free the real Chancellor.

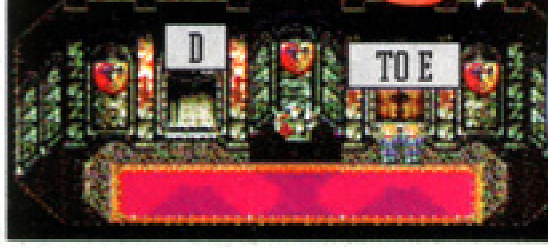
COOL STUFF

After the fight, follow Melchior down to the Rainbow Shell to get powerful equipment such as the Prism Dress or Prism Helmet. If you have the Sun Stone, he'll make Crono's most powerful blade, the Rainbow Sword.









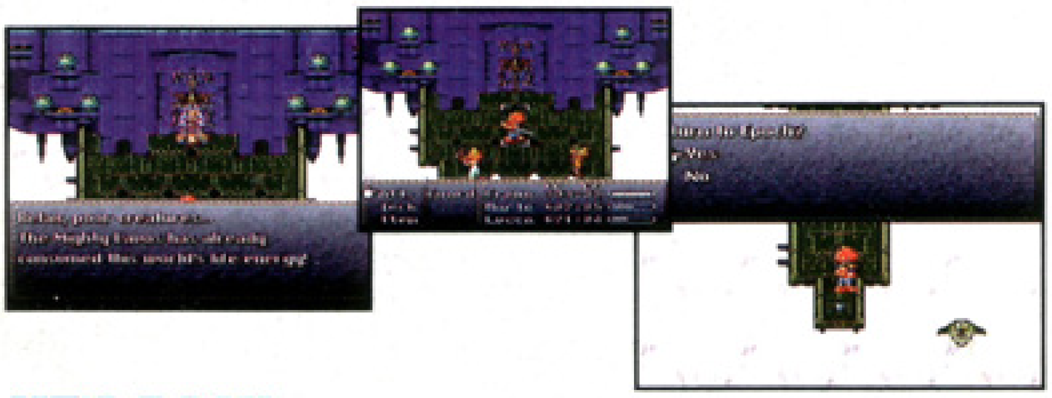
Event 7

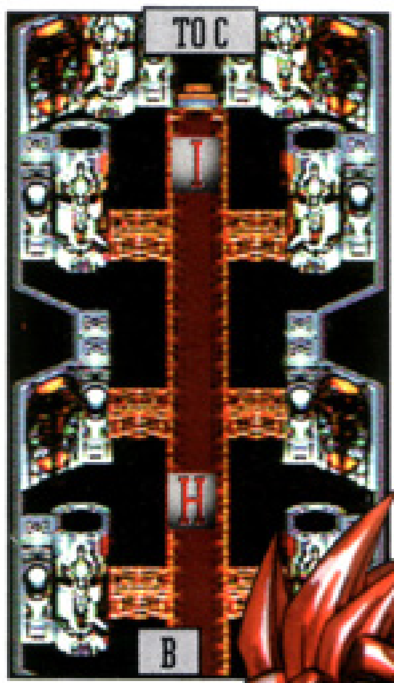
The Fated Hour

In his time travels, Crono has seen the destruction Lavos causes in the future, and he has witnessed the steps leading up to it. Now he sees Lavos firsthand, and the Fated Hour awaits.

WHEN WILL YOU FIGHT

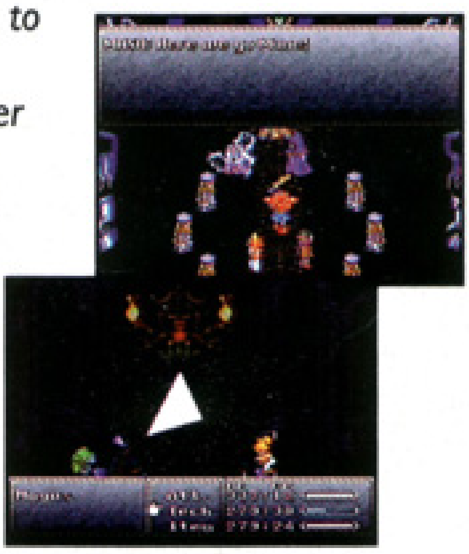
You can meet Lavos at any point via the End of Time, the A.D. 1999 destination on the time clock, or the Black Omen. If you go through the Black Omen, which appears after you destroy the Blackbird, you can begin in any time period except 65,000,000 B.C.





HE'S BACK

If Magus hadn't sent Lavos to prehistoric times from the Middle Ages, he would never have gained his frightening power, and if Crono hadn't tried to destroy the Mammon Machine, Lavos wouldn't have awaken. None of that matters now. He is awake. He is powerful. He is ready.

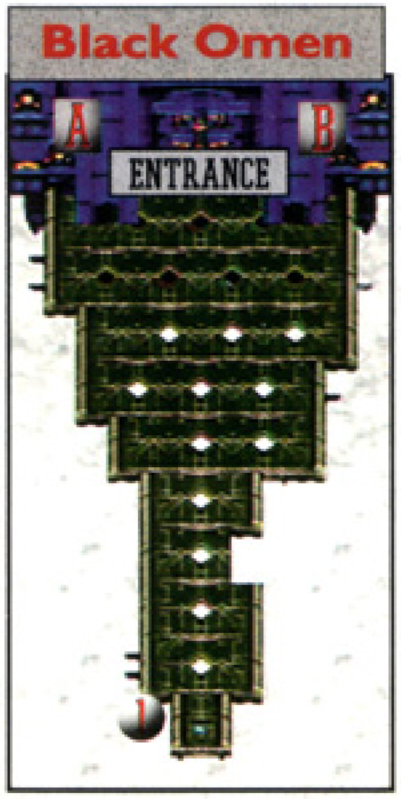


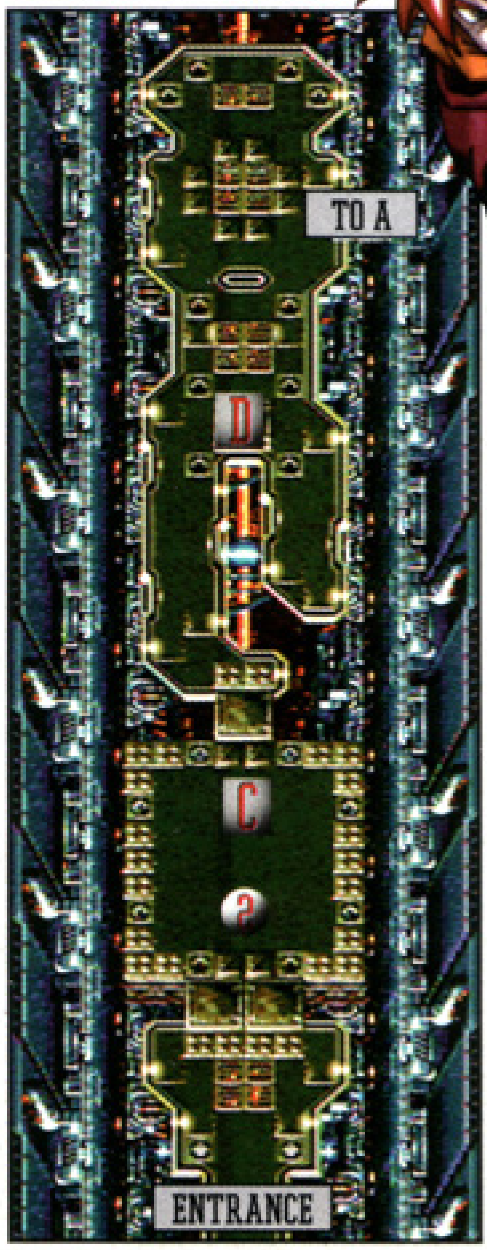
A.D. 2300

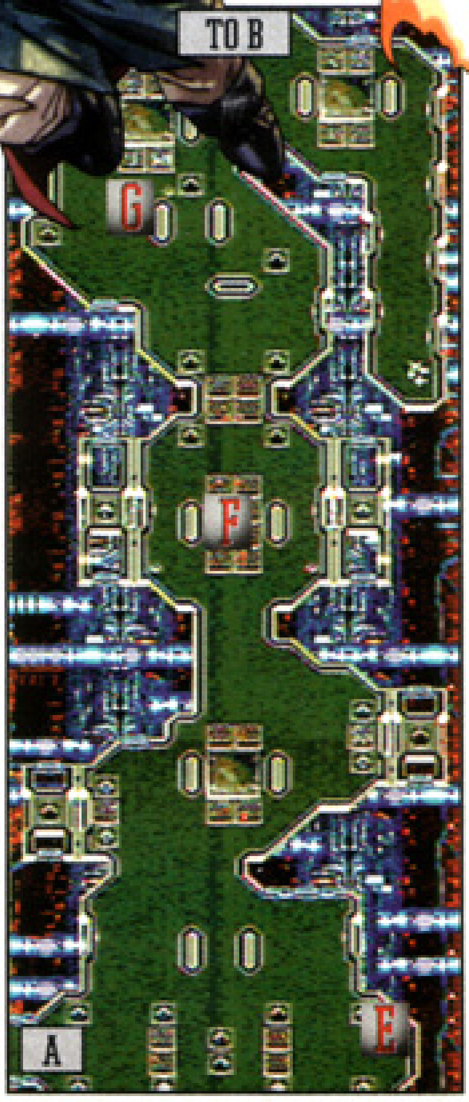
A.D. 1000

A.D. 600

12,000 B.C.







Destinations

The End of Time

Once you reach The End of Time, you can reach Lavos by going to the bucket in the upper right corner.

A.D. 1999

Once you have the Epoch, you can encounter Lavos in the air by selecting A.D. 1999 as your destination.

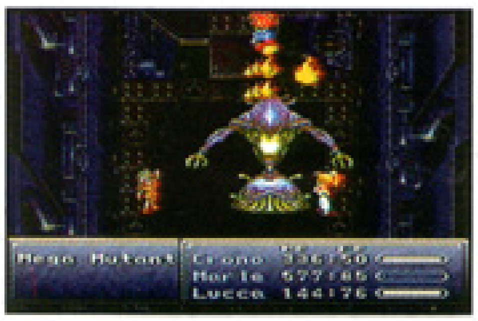
The Black Omen

If you choose to find Lavos via the Black Omen, be prepared for a long trek and lots of fierce battles.

MEET THE MEGA MUTANT

The Mega Mutant is a two-part terror crafted by Queen Zeal. Use powerful magic, such as Luminaire and Cube Toss, to take it apart, piece by piece. Using Haste helps, and if Ayla casts her Charm magic on the lower section, she can snatch a Vigil Hat.

It's a shrine which provides us with limitless power.
As long as the mighty one reigns, your dreams are hopeless!


Mega Mutant
Crono 336/50
Marle 577/65
Lucca 144/76

DEFEAT ENEMIES

Going through the Black Omen isn't the fastest way to Lavos, but it's the best way to build experience and Tech points. Practice using all spells, and have Ayla Charm powerful items from enemies.

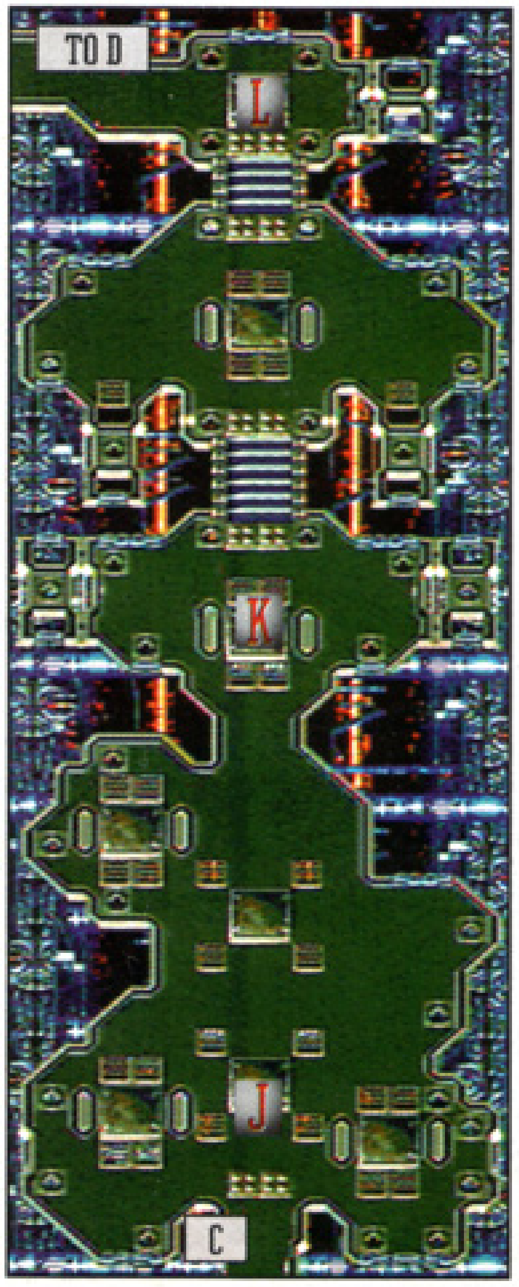
Flyclops
Crono
Lucca
Ayla

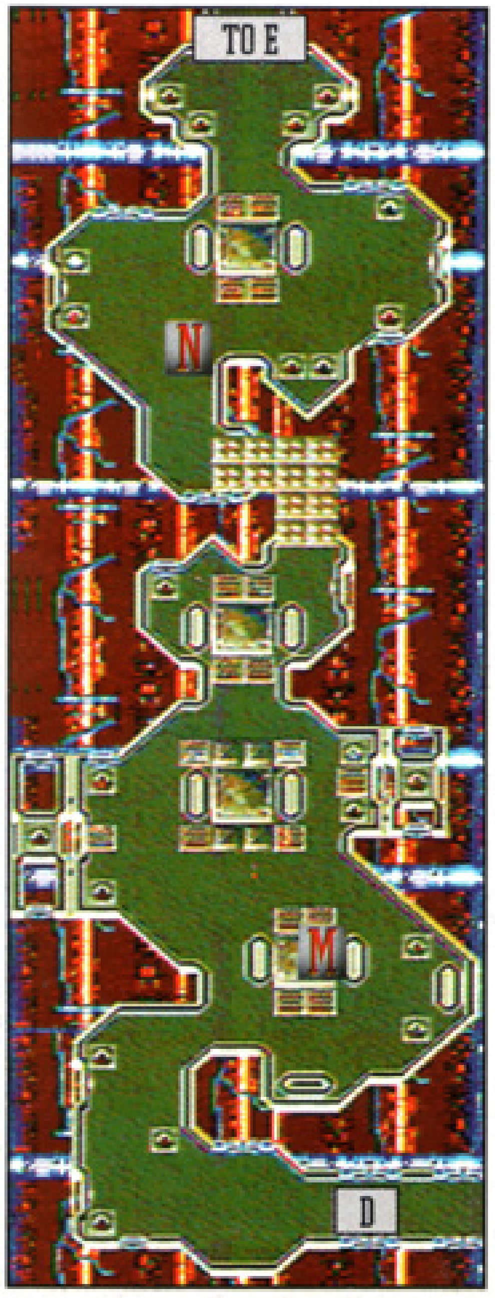
Enemies

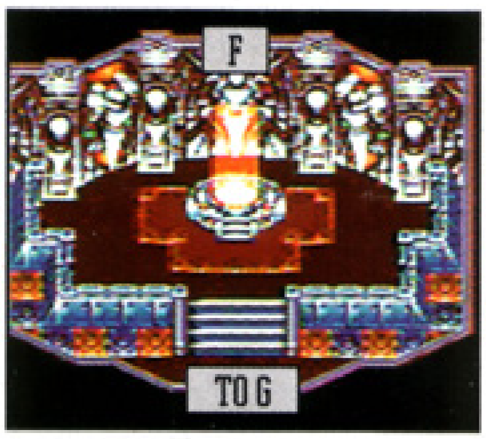
A	3 Laser Guards
B	3 Laser Guards
C	Mega Mutant
D	2 Incognitos
E	2 Martellos
F	2 Goons
G	1 Martello, 2 Synchrites
H	2 Panels
I	2 Panels
J	1 Boss Orb, 2 Sidekicks
K	1 Boss Orb, 2 Sidekicks
L	1 Boss Orb, 2 Sidekicks
M	2 Metal Mutes
N	2 Metal Mutes, 2 Flyclops
O	2 Cybots
P	4 Ruminators

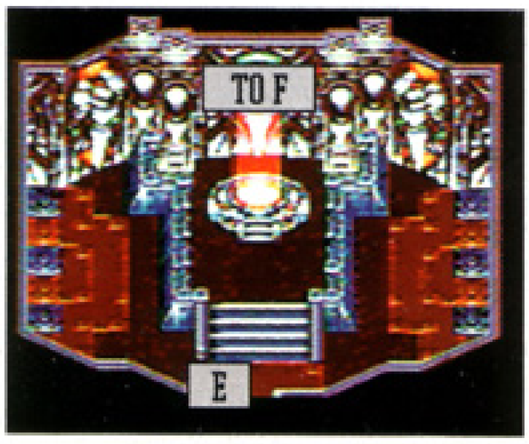
Things To Do

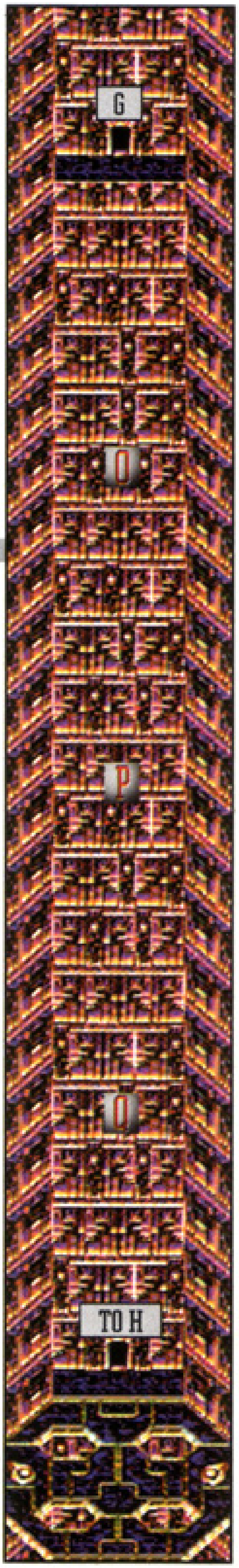
1. Jump from this point to return to the Epoch.
2. Meet Queen Zeal and defeat the Mega Mutant.









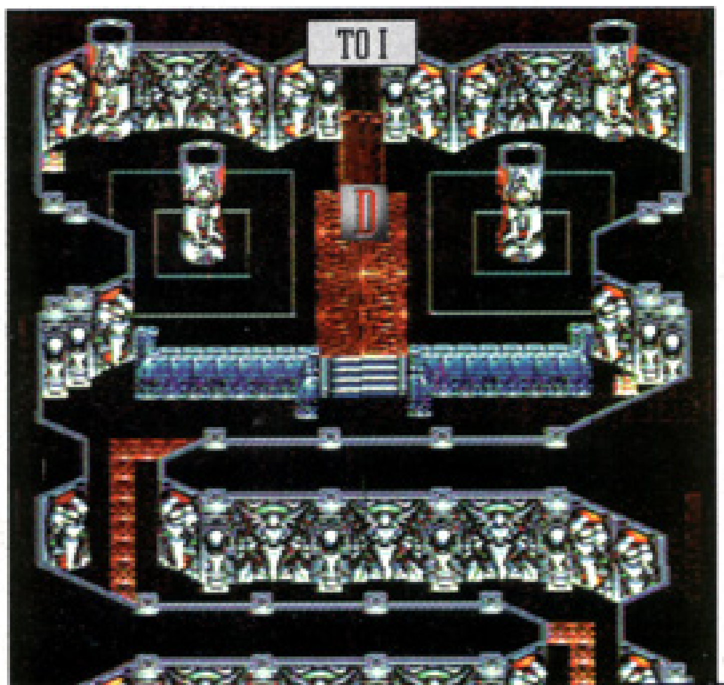


TWO NUS

It's strange to see friendly faces inside the Black Omen, but the two Nus offer helpful services. One of them sells supplies that will come in handy.

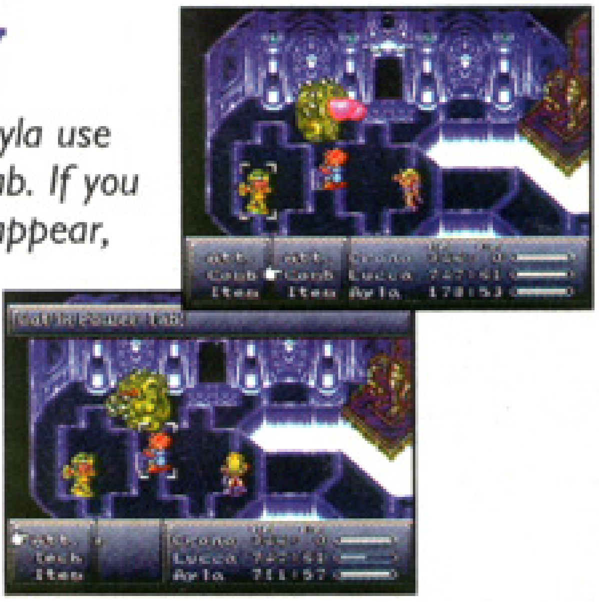
Market

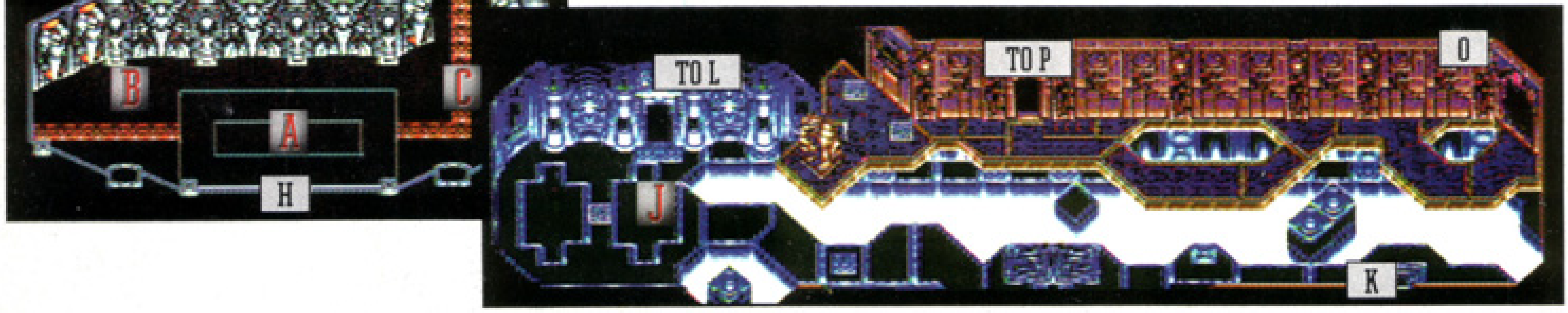
Item	Price
Mid Tonic	100
Full Tonic	700
Mid Ether	2,200
Full Ether	6,000
Hyper Ether	10,000



POWER TABS APLENTY

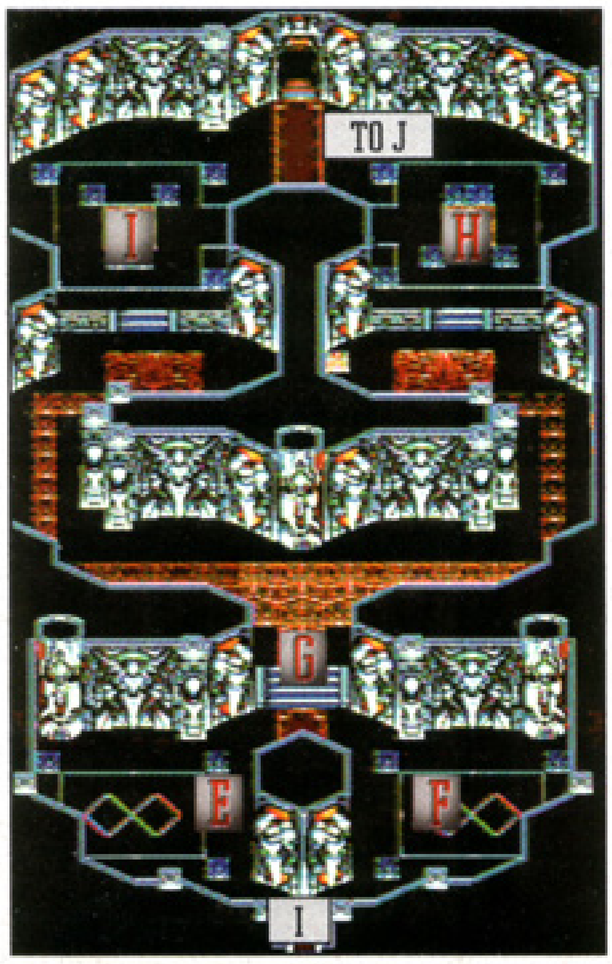
When you battle the Tubster, have Ayla use her Charm ability to steal a Power Tab. If you return to point K, the Tabster will reappear, and you can battle it again to Charm another Power Tab. You can do this repeatedly to accumulate Power Tabs. It's a good way to build up your team's power before meeting Lavos.

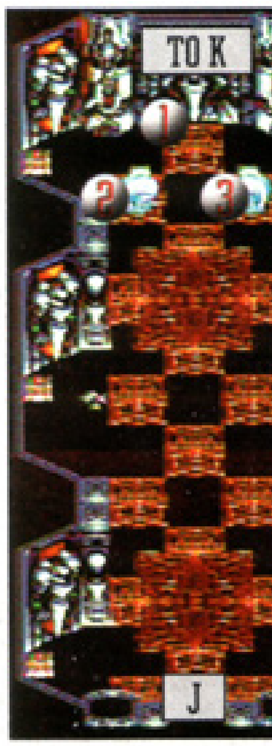




Enemies

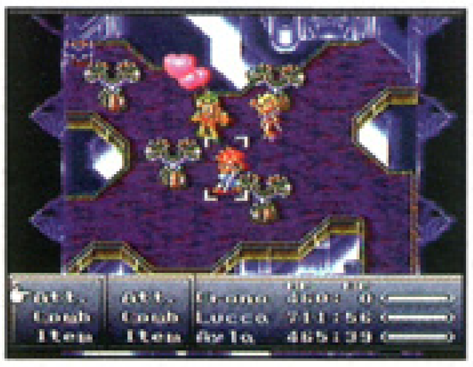
A	1 Boss Orb, 2 Sidekicks
B	2 Ruminators
C	1 Boss Orb, 2 Sidekicks
D	2 Flyclops, 1 Synchrite
E	2 Ruminators
F	2 Flyclops
G	1 Boss Orb, 2 Sidekicks
H	1 Synchrite, 1 Martello
I	1 Synchrite, 1 Martello
J	1 Tubster
K	2 Cybots
L	3 Incognitos
M	4 Ruminators
N	1 Boss Orb, 2 Sidekicks
O	1 Flyclops, 2 Goons
P	2 Orbs, 4 Sidekicks
Q	2 Flyclops, 1 Tubster
R	1 Martello, 1 Cybot

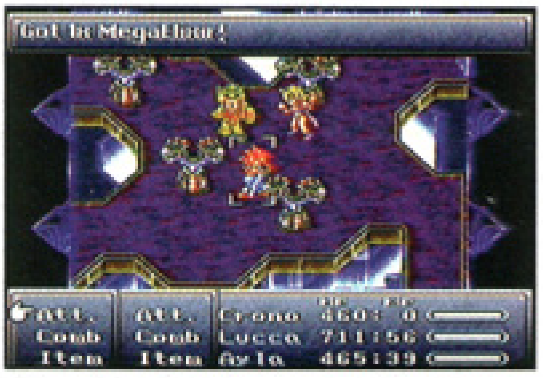




MEGA ELIXIR HEAVEN

Meet the Ruminators! During the battle, have Ayla use Charm to snatch a Mega Elixir that will refill HP and MP for your whole team. You can leave the screen and return time after time to get a supply of Mega Elixirs.


Att.
Comb
Item
Att.
Comb
Item
HP MP
Crono 460: 0
Lucca 711:56
Ayla 465:39

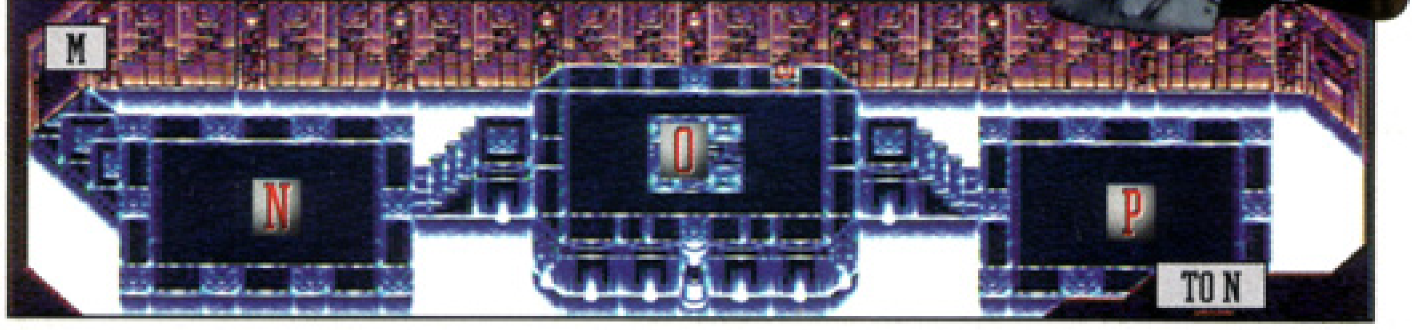

Got 1x MegaElixir!
Att.
Comb
Item
Att.
Comb
Item
HP MP
Crono 460: 0
Lucca 711:56
Ayla 465:39

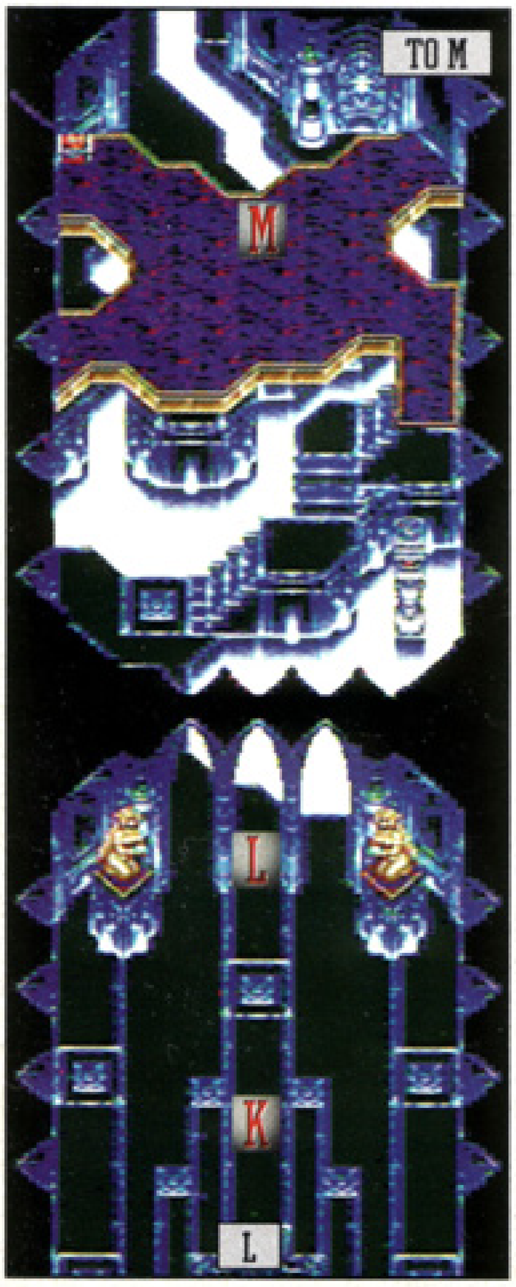
Things To Do

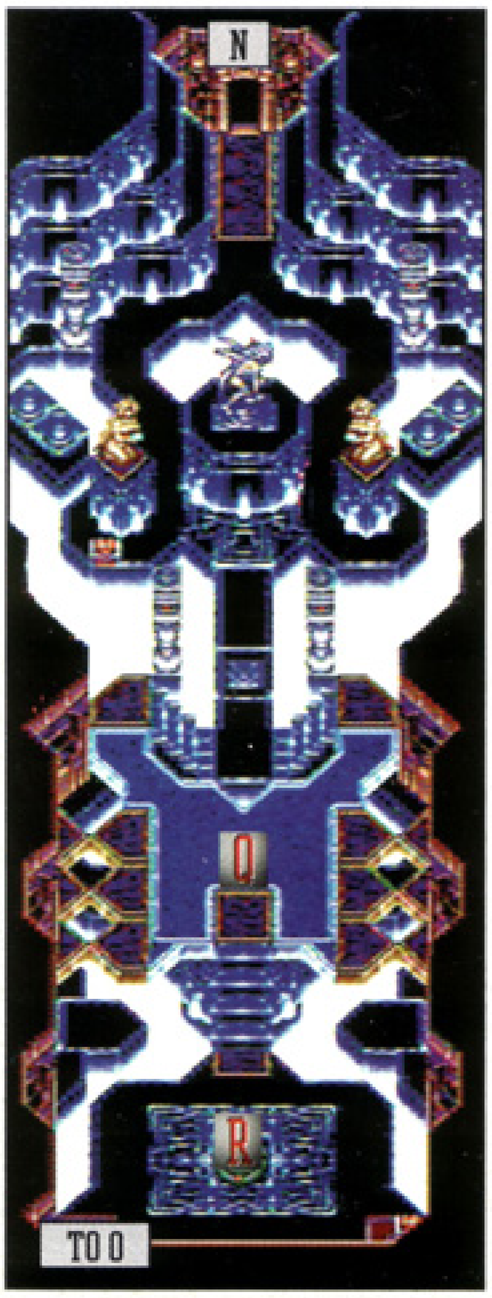
1. Buy items from the Nu.
2. Get teleported back to the entrance if you want to leave the Black Omen.
3. When you come to what you think is a dead end, press A to open a hidden door.

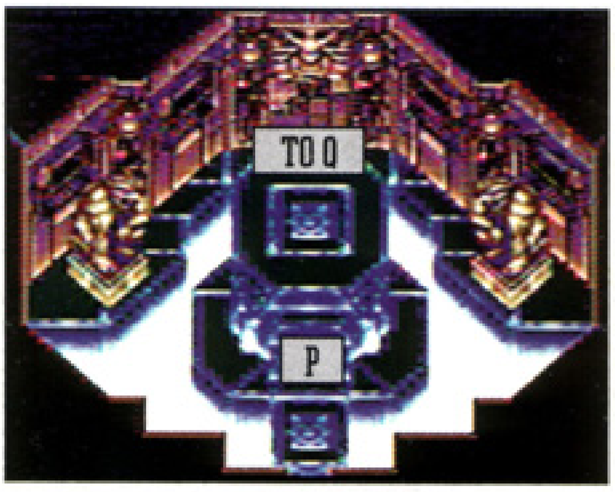
Treasures

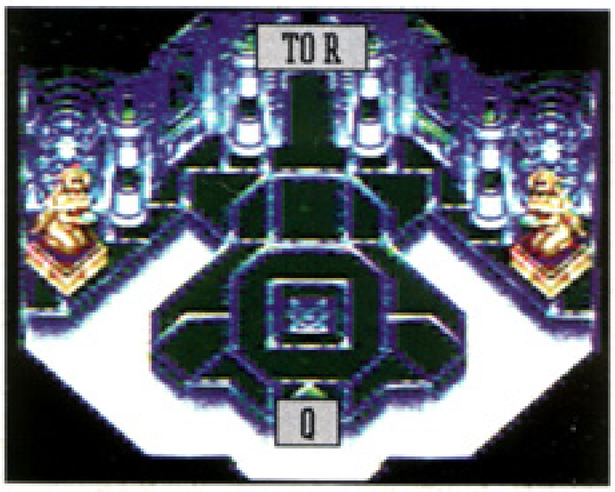
- 30,000G
- 2 Elixirs
- Haste Helmet
- Magic Seal
- 6 Mega Elixirs
- Nova Armor
- Power Seal
- 4 Speed Tabs
- Vigil Hat
- White Rock
- Zodiac Cape





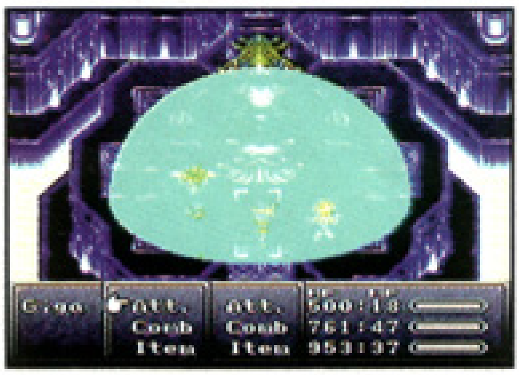


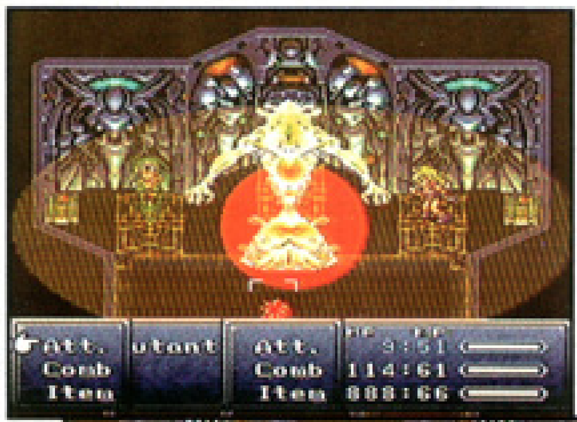


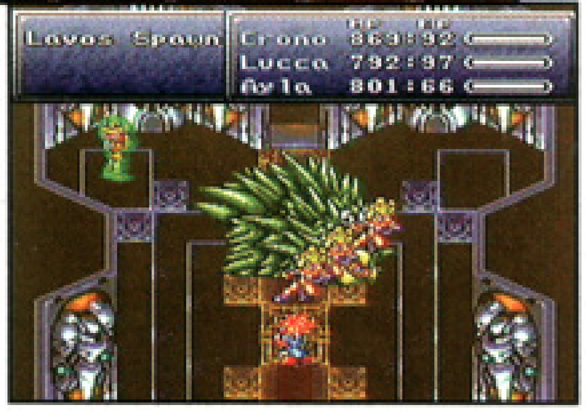


BATTLE A TRIO OF BADDIES

Before you meet Lavos, you'll have to fight some of his creations, the Giga Mutant, the Terra Mutant and the Lavos Spawn. The first of the three, the Giga Mutant, is vulnerable only to magic. Attack its two body sections with your most powerful spells. The Terra Mutant, at the top of the elevator, is also a two-part terror. When you destroy its upper half, the lower half will also disappear. Attack the Lavos Spawn only on the head. If you attack its needle-clad body, expect a deadly reprisal that could wipe out your team.

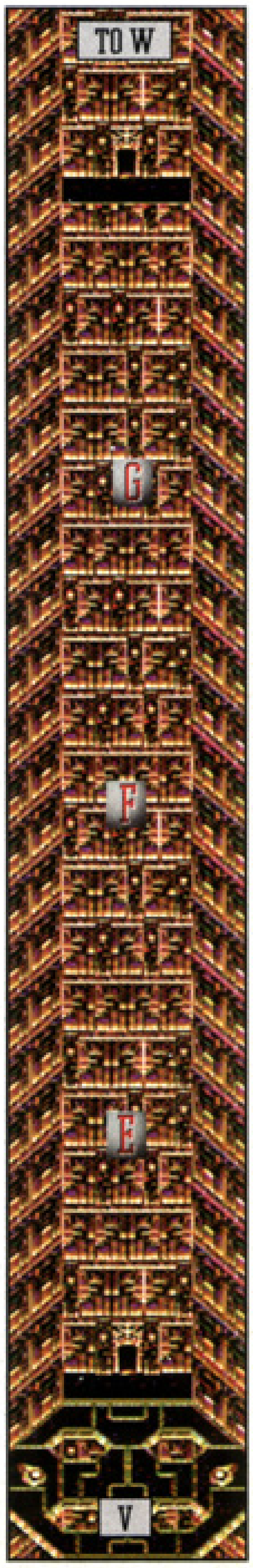

Giga
Att.
Comb
Item
Att.
Comb
Item
500:18
761:47
953:37

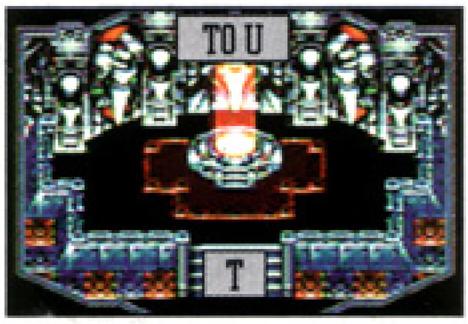

Att.
Comb
Item
utant
Att.
Comb
Item
9:51
114:61
888:66

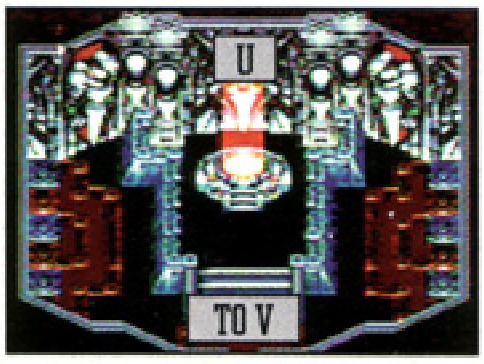

Lavos Spawn
Crono 863:92
Lucca 792:97
Ayla 801:66

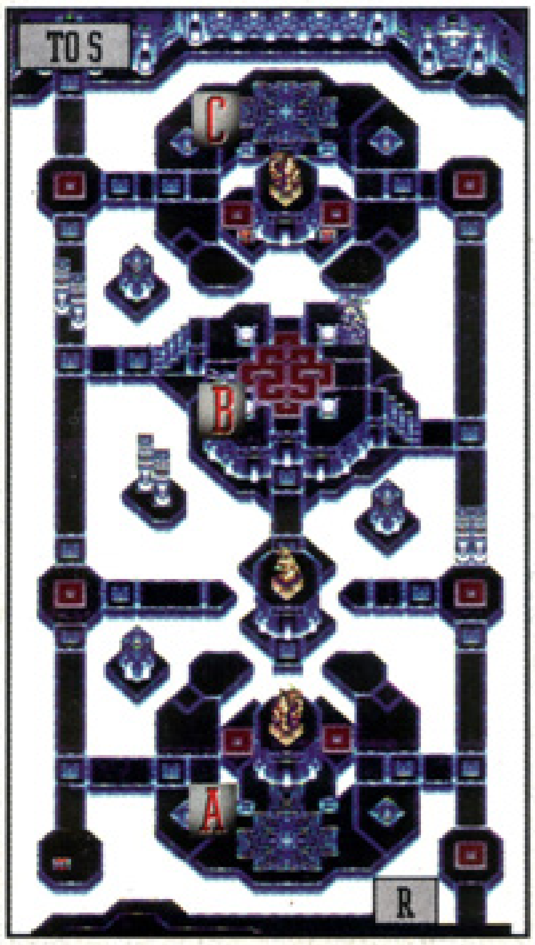
Enemies

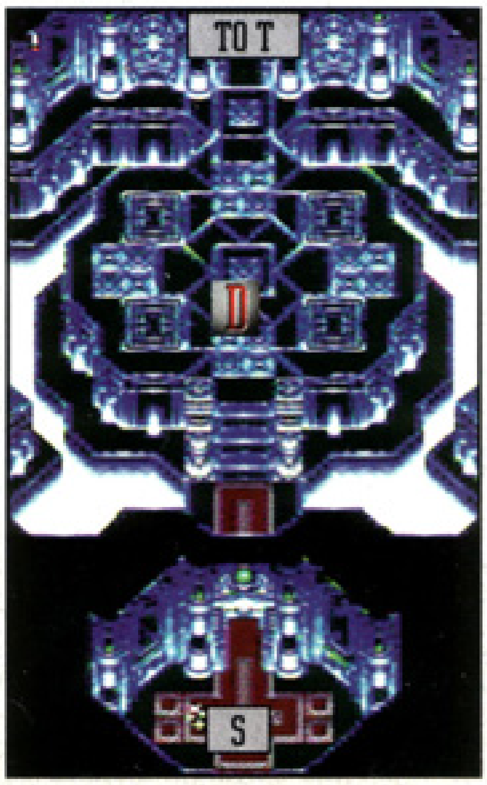
- **A** 2 Aliens, 2 Blobs
- **B** 1 Boss Orb, 4 Sidekicks
- **C** 2 Aliens
- **D** 1 Giga Mutant
- **E** 2 Cybots
- **F** 4 Ruminators
- **G** 2 Goons
- **H** 2 Synchrites
- **I** 2 Goons
- **J** 2 Tubsters
- **K** 4 Panels
- **L** Terra Mutant
- **M** Lavos Spawn
- **N** 5 Panels
- **O** Queen Zeal, the Mammon Machine, Zeal's Face

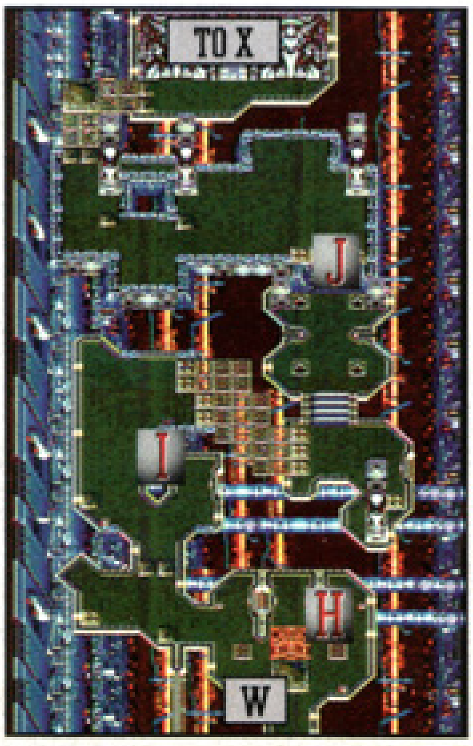








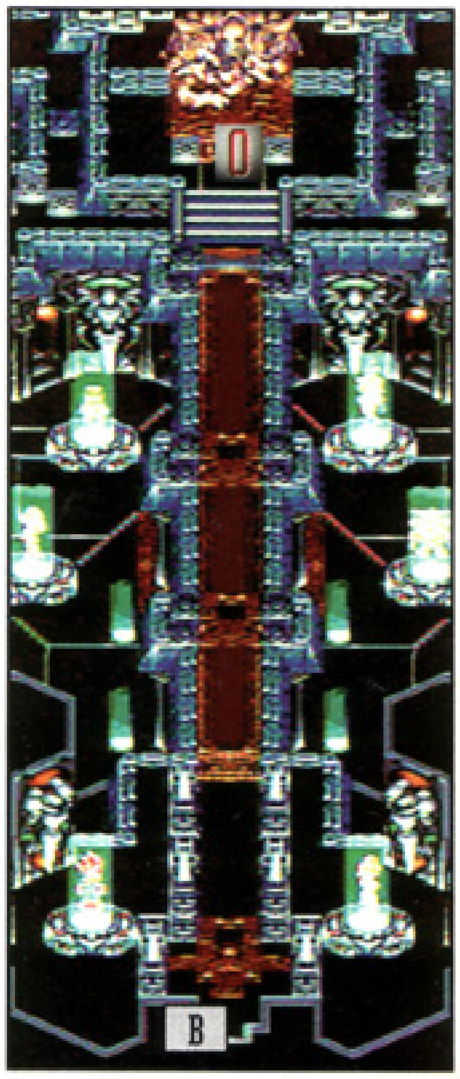


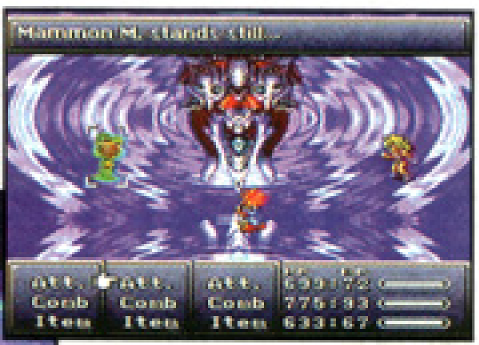


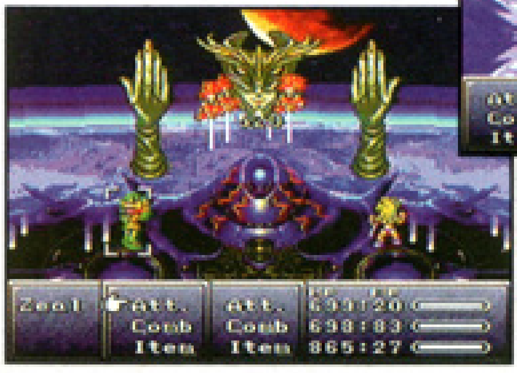
QUEEN ZEAL AND THE MAMMON MACHINE

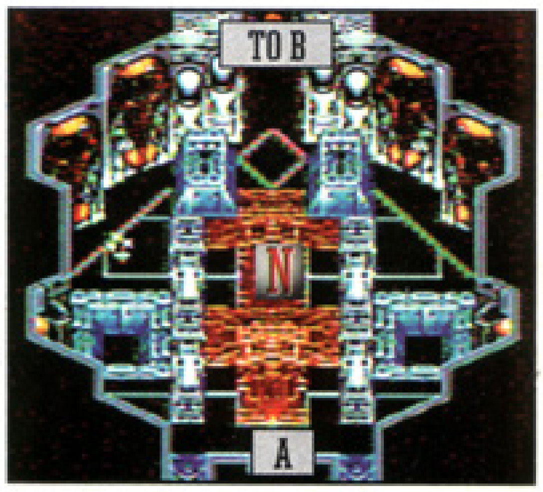
Next you'll be challenged by Queen Zeal, the Mammon Machine and Zeal's Face, one right after the other. Queen Zeal is the first. She is brutal, so be sure to use heal spells such as Aura Whirl and Cure 2 to keep your team's energy up. Strong spells such as Luminaire and Cube Toss are effective against the foul-tempered monarch. Following Zeal, the Mammon Machine attacks. You'll have to alternate your attacks between physical and magical, so watch to see when the machine lowers its defense against one or the other. Next, Zeal's head and hands appear. Other than using Ayla's Charm to steal a Prism Dress from the hands, concentrate your attack on the head.

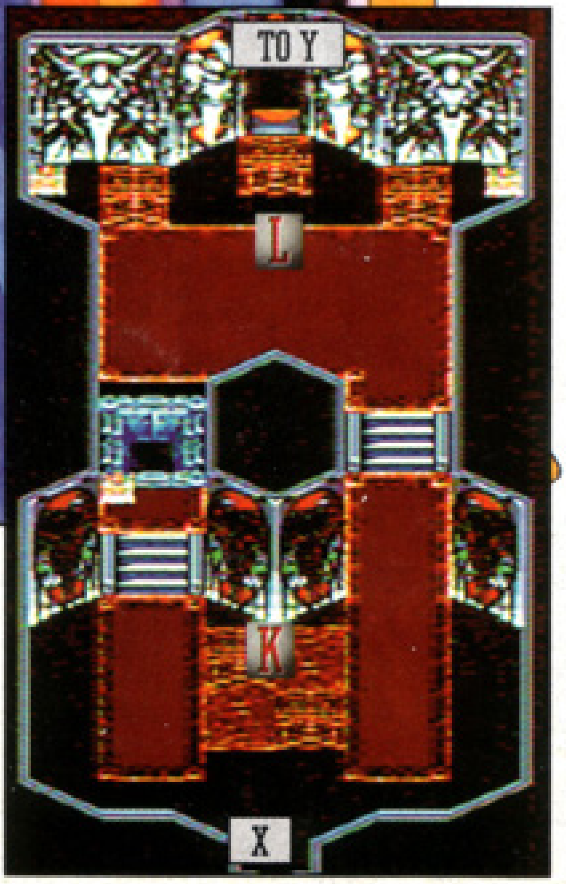
Zeal
Att.
Comb
Item
Att.
Comb
Item
1:94
1:86

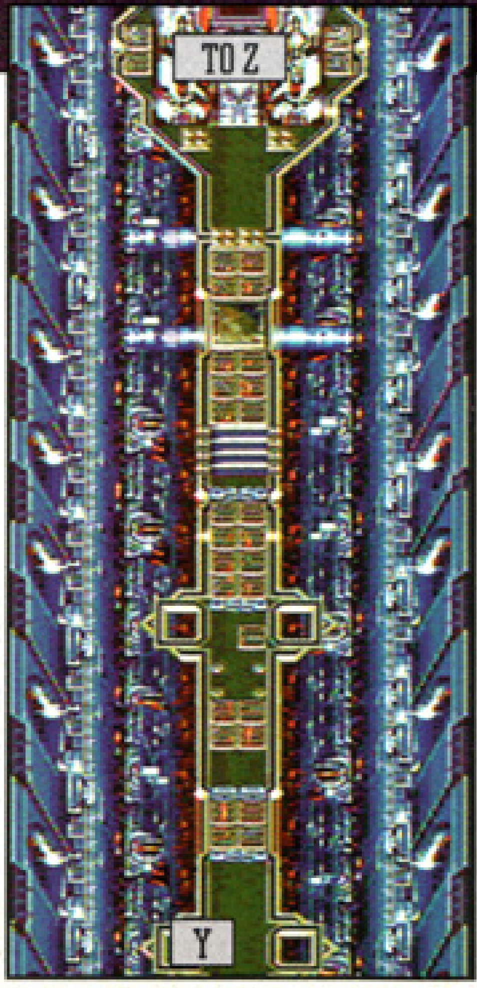


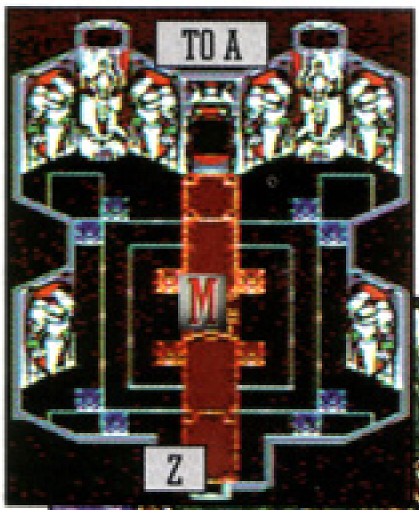

Mammon M. stands still...
Att.
Comb
Item
Att.
Comb
Item
Att.
Comb
Item
633:72
775:93
633:67


Zeal
Att.
Comb
Item
Att.
Comb
Item
633:20
698:83
865:27









Event 7

The Final Battle

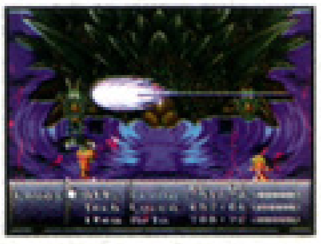
After destroying the Black Omen, you're ready to heal your party and meet Lavos.

LAVOS: PART ONE

Lavos isn't what he appears to be. When you first attack, he'll assume the attack patterns of other major enemies from the game. If you remember what techniques you used against them, you'll succeed in these bouts.

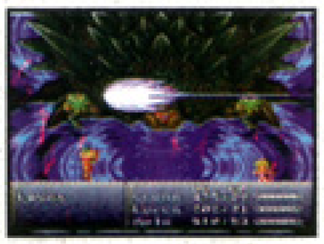
FORM 1: THE DRAGON TANK

Use the same technique that you used on the mechanical dragon before, destroying first the grinder, then the head, then the body.



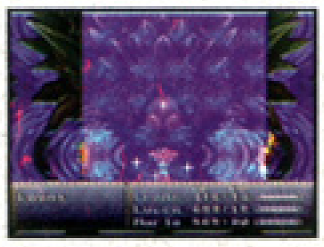
FORM 2: THE GUARDIAN AND BITS

First, attack the two Bits, the spheres off to the sides, then concentrate your attack power on the Guardian in the center.



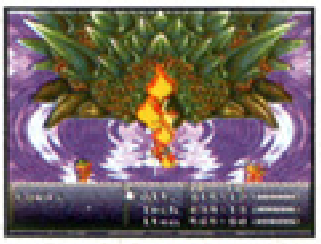
FORM 3: HECKRAN

Physical attacks are ineffective against Heckran. Use powerful spells against him, and keep your party healthy.



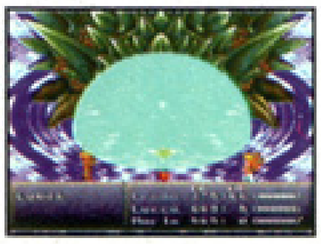
FORM 4: ZOMBOR

Zombor has two sections. Use a strong magic spell on the top half, but use regular attacks to destroy the bottom half.



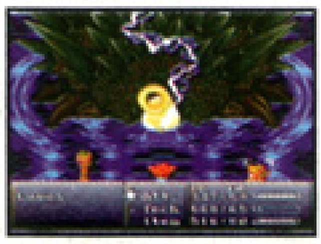
FORM 5: MASA AND MUNE

The twins of Denadoro Mountains form a single, powerful enemy when one is defeated. Use Fire spells to defeat it.



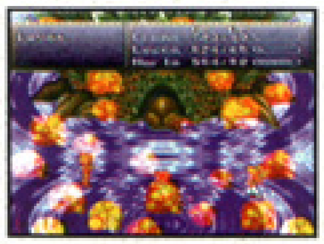
FORM 6: NIZBEL

Nizbel has left the Reptite Lair to attack once again. Use Lightning to lower his defense, then attack with Ice spells.



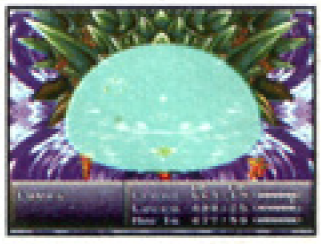
FORM 7: MAGUS

Magus constantly changes his Barrier. Watch to see when he changes, and use a spell that he's not guarding against.



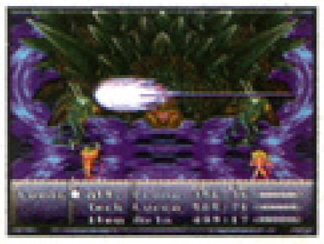
FORM 8: THE BLACK TYRANO

Destroy Azala with spells, then concentrate on the Tyrano. Cast Haste on your party and hit him with magic.



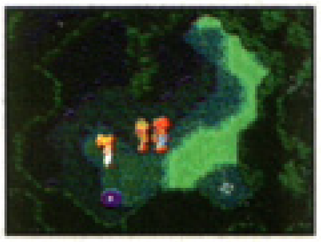
FORM 9: GIGA GAIA

Blast the Giga Gaia's right hand off to keep it from healing, then destroy the left. Next, attack the head with spells.



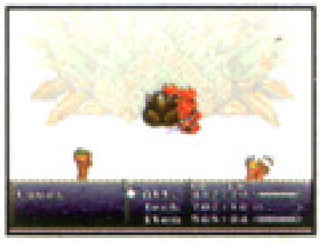
FIGHT OR FLEE

When you enter the empty shell, you can either continue to the final fight or return to the End of Time to recover.



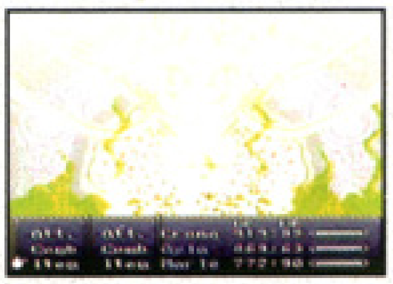
LAVOS

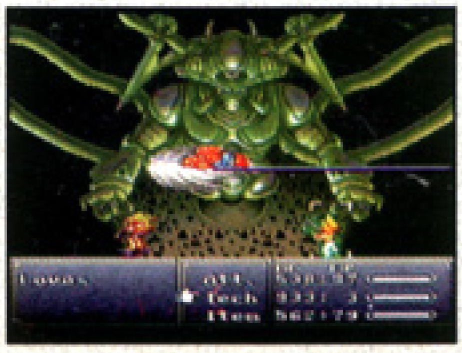
This time, Lavos shows his true form. Attack his head with Luminaire and Final Kick until it crumbles and disappears.

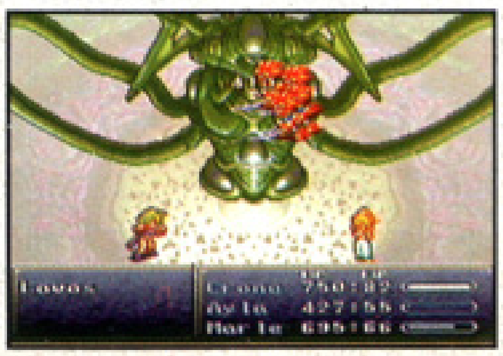


INNER LAVOS

Use strong magic, such as Cube Toss or Luminaire, to destroy the left arm first, then go for the right arm. When both are gone, the head's defense will go down. Continue attacking with spells.

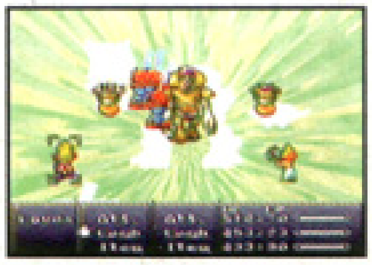


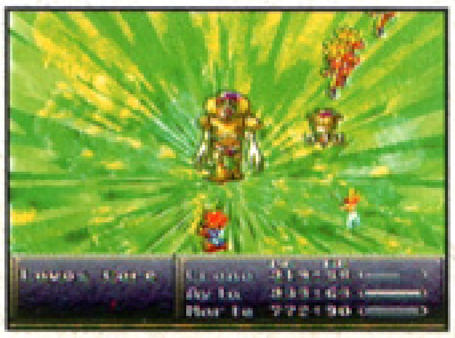




THE LAVOS CORE

Use Luminaire and Cube Toss to destroy the central humanoid. When it disappears, the right pod will lower its defense. Attack it with your strongest spells. When the humanoid reappears, destroy it again, then go back to work on the right pod.





Part 3

The Data

The step-by-step details of this Player's Guide may help in a bind, but the ultimate aid to Chrono veterans can be found in the charts and special information on the following pages. Only there can you study the strengths and weaknesses of your foes. There, too, you may learn of a special weapon or an item that can save the day. As a special bonus, you will find a listing of all the possible endings in the game. Study hard and arm yourself with knowledge.

Items

What does this relic do? Which character can use it? Does this item restore Magic Points or just Hit Points? The vast array of items and relics in Chrono Trigger is overwhelming and sometimes confusing. Use this list to stay on top of your game as you rewrite your way through history.

Use/Move
Organize
Restores 50 HP
Tonic :50 ITEM
Mid Tonic :88 ITEM
Full Tonic :96 ITEM
Ether :43 ITEM
Mid Ether :56 ITEM
Full Ether :58 ITEM
Elixir :35 ITEM
HyperEther :20 ITEM
MegaElixir :10 ITEM
Heal :40 ITEM

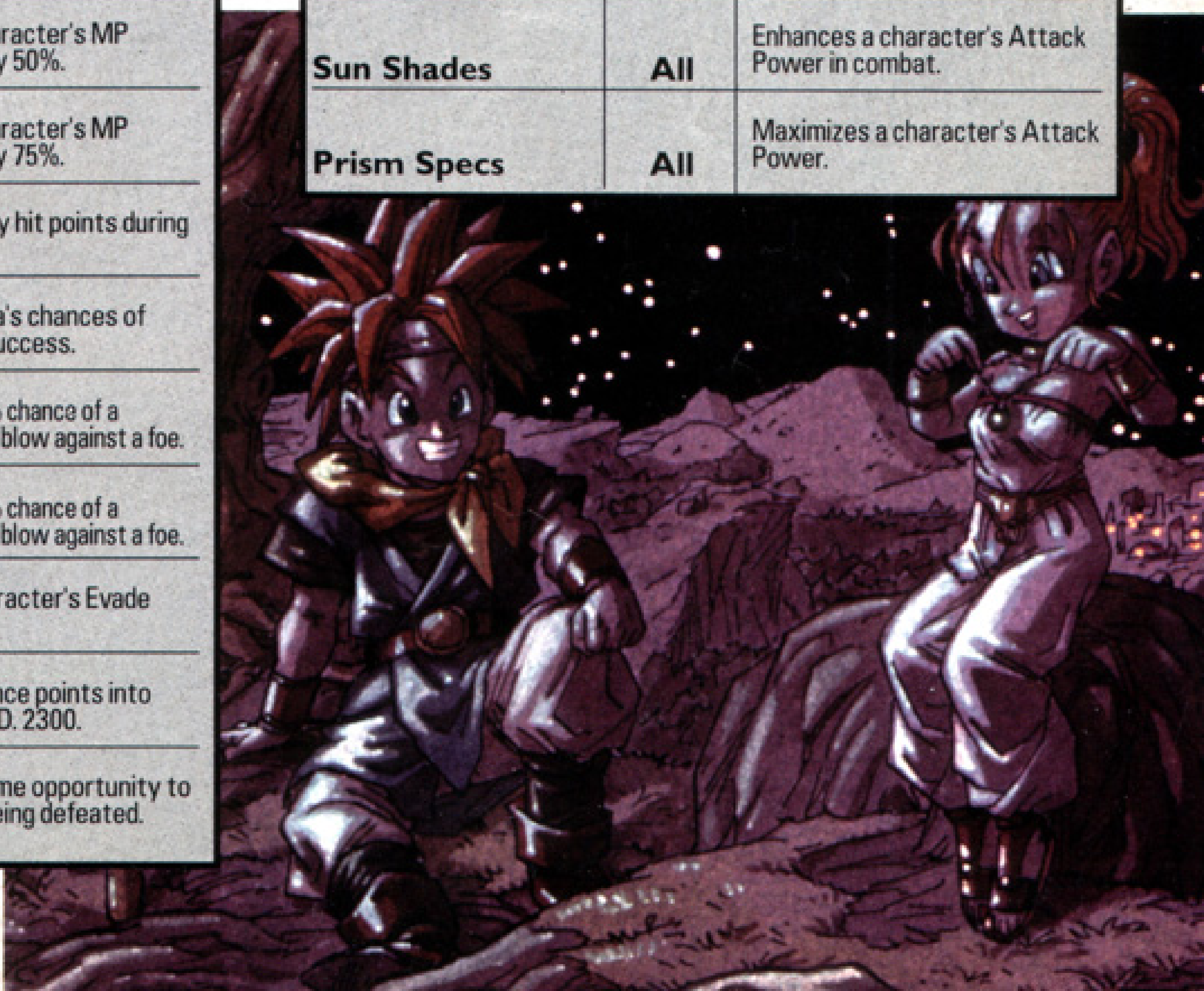
Items

ITEM	BUY	SELL	EFFECT
Tonic	10	5	Restores 50 HP. Found in most shops throughout the game.
Mid Tonic	100	50	Restores 200 HP. Sold in most shops or found in chests.
Full Tonic	700	350	Restores 500 HP. Sold in most shops or found in chests.
Ether	800	400	Restores 10 MP. Sold in most shops or found in chests.
Mid Ether	2,000	1,000	Restores 30 MP. Sold in most shops or found in chests.
Full Ether	6,000	3,000	Restores 60 MP. Sold in shops or found on enemies.
Hyper Ether	10,000	5,000	Restores all MP for one character.
Elixir	—	10,000	Restores one character's MP and HP. Found inside chests.
Mega Elixir	—	25,000	Restores all HP and MP for all characters . Buy it inside the Black Omen.
Heal	10	5	Returns a character's status to normal. Buy at most shops.
Revive	200	100	Revives a character to 50 HP during battle.
Shelter	150	75	Restores a party's HP and MP at any save point.
Power Meal	—	1	Removes a "?" or "Lock" status during battle.
Lapis	—	250	Restores 200 HP on every character. Not sold in shops.
Barrier	—	2,500	Reduces damage inflicted by magic attacks by 1/3.
Shield	—	2,500	Reduces damage inflicted by physical blows by 1/3.

ITEM	BUY	SELL	EFFECT
Power Tab	—	5	Permanently adds one point to a character's Power rating.
Magic Tab	—	5	Permanently adds one point to a character's Magic rating.
Speed Tab	—	5	Permanently adds one point to a character's Speed rating.
Petal	—	—	Trade this for items at the Ioka Hut in 65,000,000 B.C.
Fang	—	—	Trade this for items at the Ioka Hut in 65,000,000 B.C.
Horn	—	—	Trade this for items at the Ioka Hut in 65,000,000 B.C.
Feather	—	—	Trade this for items at the Ioka Hut in 65,000,000 B.C.
Seed	—	—	Give this to Doan at the Info Center in A.D. 2300.
Bike Key	—	—	This key operates the Speeder Bike in A.D. 2300.
Gate Key	—	—	Allows access to the all the time portals in the game.
Pendant	—	—	This item opens sealed boxes when it is powered up.
Prism Shard	—	—	Proves the King's innocence at the Trial in A.D. 1000.
C. Trigger	—	—	Use this with the Clone at Death Mountain to find Crono.
Tools	—	—	Use to fix the Northern Ruins in A.D. 600.
Jerky	9,900	10,000	Allows access across Zenan Bridge and to the Moon Stone.
Dream Stone	—	—	Use with the Broken Hilt and Broken Sword to get Masamune.
Race Log	—	—	Records your times on the Speeder Bike in A.D. 2300.
Moon Stone	—	—	Changes into the Sun Stone when left in the Sun Keep.
Sun Stone	—	—	With it and the Rainbow Shell, Melchior makes the Rainbow Sword.
Ruby Knife	—	—	Used to short-circuit the Mammon Machine in 12,000 B.C.
Yakra Key	—	—	Frees the real Chancellor in Guardia Castle in A.D. 1000.
Toma's Pop	—	—	Pour this on Toma's Grave at the West Cape in A.D. 1000.

Accessories

RELIC	EQUIP	EFFECT
Bandana	**All**	Adds one point to a character's Speed rating.
Ribbon	**All**	Adds two points to a character's Strike rating.
Power Glove	**All**	Adds two points to a character's Power rating.
Defender	**All**	Adds two points to a character's Vigor rating.
Magic Scarf	**All**	Adds two points to a character's Magic Defense.
Amulet	**All**	Protects a character's status during battle.
Dash Ring	**All**	Adds three points to a character's Speed rating.
Hit Ring	**All**	Adds ten points to a character's Strike rating.
Power Ring	**All**	Adds six points to a character's Power rating.
Magic Ring	**All**	Add six points to a character's Magic Defense.
Wall Ring	**All**	Adds ten points to a character's Magic Defense.
Silver Earring	**All**	Increases a character's HP maximum by 25%.
Gold Earring	**All**	Increases a character's HP maximum by 50%.
Silver Stud	**All**	Reduces a character's MP expenditure by 50%.
Gold Stud	**All**	Reduces a character's MP expenditure by 75%.
Sight Scope	**All**	Reveals enemy hit points during battle.
Charm Top	**Ayla**	Increases Ayla's chances of Charm Spell success.
Rage Band	**All**	Gives you a 50% chance of a counter-attack blow against a foe.
Frenzy Band	**All**	Gives you a 80% chance of a counter-attack blow against a foe.
Third Eye	**All**	Doubles a character's Evade rating.
Wallet	**All**	Turns experience points into gold. Find in A.D. 2300.
Green Dream	**All**	Gives a one-time opportunity to revive after being defeated.
Berserker	**All**	Prevents character from being controlled during combat.
Power Scarf	**All**	Adds four points to a character's Power Rating.
Speed Belt	**All**	Adds two points to a character's Speed Rating.
Black Rock	**Marle, Luca, Magus**	Invokes the Dark Eternal Triple Attack Technique.
Blue Rock	**Lucca, Robo, Magus**	Invokes the Mega Flare Triple Attack Technique.
Silver Rock	**Frog, Robo, Ayla**	Invokes the Spin Strike Triple Attack Technique.
White Rock	**Marle, Lucca, Ayla**	Invokes the Poyozo Dance Triple Attack Technique.
Gold Rock	**Marle, Robo, Frog**	Invokes the Grand Dream Triple Attack Technique.
Hero's Medal	**Frog**	Pair with the Masamune to increase critical hits.
Muscle Ring	**All**	Adds six points to a character's Vigor Rating.
Flea Vest	**All**	Adds twelve points to a character's Magic Defense.
Magic Seal	**All**	Adds five points to Magic Defense and max MP.
Power Seal	**All**	Adds ten points to Defense, Power and Stamina.
Sun Shades	**All**	Enhances a character's Attack Power in combat.
Prism Specs	**All**	Maximizes a character's Attack Power.



Weapons

NAME	BUY	SELL	ATTACK	NOTES
Wood Sword	—	50	3	Crono's very first weapon.
Iron Blade	350	175	7	Buy at Leene Square in A.D. 1000.
Steel Saber	800	400	15	Buy at the Market in A.D. 1000.
Lode Sword	4,000	2,000	20	Buy at Leene Square in A.D. 1000.
Red Katana	4,500	2,250	30	Buy at Melchior's Hut in A.D. 1000.
Flint Edge	Trade	3,250	40	Get in Ioka Hut before fighting Magus.
Aeon Blade	Trade	6,250	70	Get in Ioka Hut after defeating Magus.
Demon Edge	17,000	8,500	90	Buy at the Terra Cave, 12,000 B.C.
Alloy Blade	21,000	10,500	110	Buy at Kajar in 12,000 B.C.
Star Sword	25,000	12,500	125	Buy at the Last Village, 12,000 B.C.
Vedic Blade	—	15,000	135	Find at Death Peak, A.D. 2300.
Kali Blade	—	17,500	150	Find this in the Northern Ruins.
Shiva Edge	—	20,000	170	Find this in the Northern Ruins.
Bolt Sword	—	2,500	25	Find at the Factory in A.D. 2300.
Slasher	—	—	43	Find in Magus's Lair in A.D. 600.
Swallow	—	19,000	145	Find in the Blue Pyramid, A.D. 1000.
Slasher 2	—	—	155	Charm Super Slash to win weapon.
Rainbow Sword	—	30,000	220	Find at Guardia Castle, A.D. 1000.
Mop	—	1	1	Charm Nu at the Hunting Range.
Bronze Bow	—	40	3	Marle begins with this bow.
Iron Bow	850	425	15	Buy in the Market, A.D. 1000.
Lode Bow	—	850	20	Find at Lab 16 in A.D. 2300.
Robin Bow	2,850	1,425	25	Buy at the Market, A.D. 1000.
Sage Bow	Trade	2,100	40	At Ioka Hut before fighting Magus.
Dream Bow	Trade	2,900	60	At Ioka Hut after defeating Magus.
Comet Arrow	7,800	3,900	80	Buy in the Terra Cave, 12,000 B.C.
Sonic Arrow	10,000	5,000	100	Casts a random "Slow" spell.
Valkerye	—	19,000	180	Get this in the Northern Ruins.
Siren	—	14,000	140	Casts a random "Stop" spell.
Air Gun	—	150	5	Lucca starts out with this gun.
Dart Gun	800	400	7	Buy at the Market in A.D. 1000.
Auto Gun	1,200	600	15	Buy at the Trann Dome, A.D. 2300.
Plasma Gun	3,200	1,600	25	Buy at Melchior's Hut, A.D. 1000.
Ruby Gun	Trade	2,900	40	At Ioka Hut before fighting Magus.
Dream Gun	Trade	3,700	60	At Ioka Hut after defeating Magus.
Megablast	9,800	4,900	80	Buy in the Terra Cave, 12,000 B.C.
Shock Wave	11,000	5,500	110	Casts a random "Chaos" spell.
Wonder Shot	—	16,000	250	Requires the Sun Stone to build.
Tin Arm	—	500	20	Robo begins with this limb.
Hammer Arm	3,500	1,750	25	Buy at the Market in A.D. 1000.
Mirage Hand	—	2,750	30	Find in the Denadoro Mts., A.D. 600.
Stone Arm	Trade	3,750	40	Get in Ioka Hut before fighting Magus.
Doom Finger	—	4,900	50	Find in Magus's Lair in A.D. 600.
Magma Hand	Trade	5,600	70	Get in Ioka Hut after defeating Magus.
Megaton Arm	15,000	7,500	90	Buy in the Terra Cave, 12,000 B.C.
Big Hand	18,000	9,000	105	Buy it at Kajar, 12,000 B.C.
Kaiser Arm	21,000	10,500	120	Buy it at the Last Village, 12,000 B.C.
Giga Arm	—	12,000	135	Find it in Death Peak, A.D. 2300.
Terra Arm	—	14,000	150	Find it in Geno Dome, A.D. 2300.
Crisis Arm	—	1	1	Find it in Geno Dome, A.D. 2300.
Bronze Edge	—	175	6	Frog begins with this weapon.
Iron Sword	—	550	10	Find it in the Cathedral, A.D. 600.
Masamune	—	—	75/200	See Melchior in A.D. 1000.
Flash Blade	18,000	9,000	90	Buy it in Terra Cave, 12,000 B.C.
Pearl Edge	22,000	11,000	105	Buy it at Kajar in 12,000 B.C.
Rune Blade	24,000	12,000	120	Buy at the Last Village, 12,000 B.C.
Brave Sword	—	16,000	135	Find it on Death Peak, A.D. 2300.
Demon Hit	—	13,000	120	Doubles hits against magic enemies.
Dark Scythe	—	10,000	120	Magus starts with this weapon.
Hurricane	35,000	17,500	135	Buy at the Last Village, 12,000 B.C.
Star Scythe	—	21,000	150	Find it on Death Peak, A.D. 2300.
Doom Sickle	—	1	160	Find it in Ozzie's Fort, A.D. 600.

Helmets

NAME	BUY	SELL	DEFENSE	NOTES
Hide Cap	—	25	3	Crono begins with this cap.
Bronze Helmet	200	100	8	Buy this at the Market, A.D. 1000.
Iron Helmet	500	250	14	Buy it at Trann Dome, A.D. 2300.
Beret	700	350	17	Buy this at the Market, A.D. 600.
Gold Helmet	—	600	18	Look in the Denadoro Mts., A.D. 600.
Rock Helmet	—	1,000	20	Trade 3 Horns and 3 Feathers.
Cera Topper	—	1,250	23	Find in the Tyrano Lair.
Glow Helmet	2,300	1,150	25	Buy in the Terra Cave, 12,000 B.C.
Lode Helmet	6,500	3,250	29	Buy it in Kajar, 12,000 B.C.
Aeon Helmet	7,800	3,900	33	Buy in the Last Village, 12,000 B.C.
Prism Helmet	—	400	40	Requires the Rainbow Shell.
Doom Helmet	—	4,750	29	Magus joins with this helmet.
Dark Helmet	—	6,000	35	Reduces "Shadow" damage by 50%.
Gloom Helmet	—	6,500	42	Find in Ozzie's Fort in A.D. 600.
Taban Helmet	—	—	24	Found inside Lucca's House.
Sight Cap	—	10,000	30	Nullifies "Chaos" spell effects.
Memory Cap	—	10,000	30	Find it on Death Peak, A.D. 2300.
Time Hat	—	15,000	36	Nullifies "Stop" & "Slow" spells.
Vigil Hat	—	25,000	45	Find in the Black Omen.
Ozzie Pants	—	—	35	Charm it from the Great Ozzie.
Haste Helmet	—	6,000	35	Increases speed by 50% in battle.
Rainbow Helmet	—	8,000	35	Charm it from a regular Beast.
Mermaid Cap	—	8,000	35	Charm from a Blue Beast.

Armors

NAME	BUY	SELL	DEFENSE	NOTES
Hide Tunic	—	40	5	Crono starts with this armor.
Karate Gi	300	150	10	Buy at the Market in A.D. 1000.
Bronze Mail	520	260	16	Buy at the Market in A.D. 1000.
Maiden Suit	—	280	18	Find in the Cathedral, A.D. 600.
Iron Suit	800	400	25	Buy in the Trann Dome, A.D 2300.
Titan Vest	1,200	600	32	Buy in the Market, A.D. 1000.
Gold Suit	1,300	650	39	Buy in the Market, A.D. 600.
Ruby Vest	—	1,800	45	Reduces Fire damage by 50%.
Dark Mail	—	1,900	45	Find it in Magus's Lair, A.D. 600.
Mist Robe	—	3,400	54	Find it in Magus's Lair, A.D. 600.
Meso Mail	—	3,000	52	Found in the Tyrano Lair.
Lumin Robe	6,500	3,250	63	Found in Terra Cave, 12,000 B.C.
Flash Mail	8,500	4,250	64	Found in Terra Cave, 12,000 B.C.
Lode Vest	8,500	4,250	71	Buy it at Kajar in 12,000 B.C.
Aeon Suit	9,000	4,500	75	Buy it in the Last Village, 12,000 B.C.
Zodiac Cape	—	5,000	80	Find inside the Black Omen.
Nova Armor	—	5,500	82	Find inside the Black Omen.
Prism Dress	—	4,400	99	Requires the Rainbow Shell.
Moon Armor	—	6,500	85	Find in the Northern Ruins.
Ruby Armor	—	7,000	78	Reduces Fire damage by 80%.
Raven Armor	—	7,900	76	Magus joins wearing this armor.
Gloom Cape	—	8,200	84	Find at Ozzie's Fort in A.D. 600.
White Mail	—	4,100	70	Absorbs "Lightning" based magic.
Black Mail	—	4,100	70	Absorbs "Shadow" based magic.
Blue Mail	—	4,100	70	Absorbs "Water" based magic.
Red Mail	—	4,100	70	Absorbs "Fire" based magic.
White Vest	—	2,900	45	Absorbs "Lightning" based magic.
Black Vest	—	2,900	45	Reduces "Shadow" damage by 50%.
Blue Vest	—	2,900	45	Reduces "Water" damage by 50%.
Red Vest	—	2,900	45	Reduces "Fire" damage by 50%.
Taban Vest	—	—	33	Increases Speed rating by 2.
Taban Suit	—	—	79	Increases Speed rating by 3.

Enemy Data

The charts on these pages list hit points, weaknesses and the items you can steal or win from all the enemies throughout time. Study this information and plan your winning strategy!

HP (Hit Points)

The numbers in the "HP" Column show each enemy's individual strength as a hit point total.

Weakness

Some enemies are weak to a specific attack. Consult the Weakness Column and turn the odds in your favor.

Charm

The Charm column lists the items you could steal if you successfully charmed an enemy.

Win

The Win column lists the item you might win from defeating a particular enemy.

Prehistoric 65,000,000 B.C.

Name	HP	Weakness	Charm	Win
Amphibite	100	—	2 Horns	—
Anion	152	—	—	2 Feathers
Avian Rex	327	Lightning	—	Feather
Azala	2,700	—	Shield	—
Black Tyrano	10,500	—	MagicTab	—
Cave Ape	436	—	Fang	Fang
Croaker	100	—	2 Fangs	—
Evil Weevil	158	Magic	Dream Gun	Feather
Fly Trap	316	Attack	Dream Bow	Petal
Gold Eaglet	400	—	Ether	Feather
Kilwala	160	—	Petal	Petal
Megasaur	830	—	Aeon Blade	Fang
Nizbel	4,200	Lightning	3rd Eye	—
Nizbel II	4,200	Lightning	3rd Eye	—
Nu	1,234	—	Mop	3 Petals 3 Fangs 3 Feathers
Pahoehoe	250	—	Petal	Petal
Rain Frog	100	—	—	2 Fangs
Reptile	336	—	Mid Tonic	Mid Tonic
Reptite	92	Magic	Magma Hand	Petal
Runner	196	—	Horn	Horn
Shitake	158	Magic	Petal	Petal
Terrasaur	1,090	Magic	Lapis	—
Volcano	257	Water	Lapis	—
Winged Ape	450	—	Ruby Vest	Fang

Dark Ages 12,000 B.C.

Name	HP	Weakness	Charm	Win
Barghest	450	—	Shield	—
Basher	150	—	—	—
Beast	830	—	Mid Ether	—
Blue Beast	5,000	Fire	Mermaid Cap	—
Blue Scout	300	Water	Shield	—
Byte	192	—	—	—
Dalton	3,500	—	Power Meal	—
Dalton Plus	3,500	—	Power Meal	—
Gargoyle	260	—	Big Hand	—
Giga Gaia	9,500	—	Speed Tab	—
Golem	7,000	—	Magic Tab	—
Golem Boss	15,000	—	—	—
Golem Twins	10,000	Magic	—	—
Jinn	450	—	Lapis	Lapis
Lasher	666	—	—	—
Mage	480	—	Barrier	Lapis
Man-Eater	250	—	Pearl Edge	—
Mud Imp	1,200	—	Speed Tab	—
Red Beast	5,000	Water	Elixir	—
Red Scout	300	Shadow/ Fire	Barrier	—
Rubble	515	—	—	Mid Ether
Scouter	300	Lightning	Lapis	—
Stone Imp	300	—	Alloy Blade	—
Thrasher	666	—	—	—
Turret	700	—	—	—

Middle Ages A.D. 600

Name	HP	Weakness	Charm	Win
Bellbird	94	—	Heal	Heal
Blue Eaglet	16	—	—	Heal
Blue Imp	13	—	—	—
Deceased	110	—	—	—
Diablos	50	—	—	—
Flea	4,120	—	—	—
Flunky	390	Magic	—	—
Free Lancer	110	—	Barrier	—

Name	HP	Weakness	Charm	Win
Gnasher	90	Fire	—	Tonic
Gnawer	210	—	—	—
Green Imp	32	—	Tonic	Tonic
Gremlin	110	—	—	—
Grimalkin	120	—	—	—
Groupie	390	Magic	—	—
Hench	49	Magic	—	—
Fat Hench	180	Fire	—	—
Imp Ace	54	—	—	—
Juggler	450	Varies	—	—
Mad Bat	18	—	—	—
Magus	6,666	Masamune	—	—
Masa	1,000	—	—	—
Masa & Mune	3,600	Slash	—	—
Mune	1,000	—	—	—
Naga-ette	60	Magic/Fire	—	—
Ogan	146	Fire	Shield	—
Outlaw	182	—	—	—
Ozzie	????	—	—	—
Poly	99	—	—	Ether
Roly	24	—	—	Tonic
Roly Bomber	99	Magic	—	—
Roly Rider	30	—	—	—
Slash	5,200	—	—	—
Sorcerer	220	Fire	—	—
T'pole	150	—	Mid Tonic	—
Vamp	120	Magic	—	—
Yakra	920	—	—	—
Zombor (Top)	960	Shadow/ Water	—	—
Zombor (Bottom)	800	Lightning/ Fire	—	—

Present A.D. 1000

Name	HP	Weakness	Charm	Win
Avian Chaos	45	—	—	Tonic
Beetle	12	—	—	—
Blue Shield	24	—	—	Tonic
Cave Bat	108	—	Revive	—
Decedent	67	Lightning/ Fire	—	—
Dragon Tank	Body 266 Head 600 Wheel 208	—	—	—
Guard	60	—	—	—
Heckran	2,100	—	—	—
Hetake	14	—	Tonic	Tonic
Jinn Bottle	97	—	Shield	—
Octoblush	80	Magic	—	—
Omnicrone	218	—	—	Ether
Rolypoly	50	—	—	Heal
Tempurite	88	—	—	—
Yakra XIII	20,000	—	White Mail	Mega Elixir

Future A.D. 2300

Name	HP	Weakness	Charm	Win
Crater	80	—	—	—
Shadow	1	Magic	—	—
Meat Eater	75	Fire	—	Ether
Mutant	300	Shadow	Full Tonic	—
Octopod	130	Attack/ Lightning	Mid Ether	—
Rat	45	Shadow	—	—
Bugger	100	Lightning	—	—
Debugger	120	Lightning	—	—
Bug	89	—	Heal	—
Acid	10	Lightning	Barrier	—
Proto 2	128	Shadow	—	Tonic
Proto 3	256	Shadow	Full Tonic	—
Alkaline	9	Lightning	—	—
Nereid	138	Lightning/ Shadow	Ether	—
Egder	160	Magic/ Shadow	—	—
Sir Krawlie	500	Shadow	—	—
Guardian	1,200	—	—	—
Bit	200	—	—	—
R Series	150	Cyclone	—	—

Event 1

Name	HP	Weakness	Charm	Win
Krakker	500	—	—	—
Lavos Spawn	4,000	—	Elixir	Elixir
Macabre	582	Lightning	Full Ether	Ether

Event 2

Name	HP	Weakness	Charm	Win
Base	88	—	—	—
Defunct	1,450	Fire	Elixir	Elixir
Reaper	1,450	Fire	Elixir	Elixir
Sentry	1,280	Fire	Hyper Ether	Hyper Ether

Event 3

Name	HP	Weakness	Charm	Win
Hexapod	1,000	—	Barrier	Lapis
Mahavor	400	Water/ Shadow	Shield	—
Retinite	11,000	—	Speed Tab	—

Event 4

Name	HP	Weakness	Charm	Win
Great Ozzie	6,000	—	Ozzie Pants	—
Flea Plus	4,000	—	Flea Vest	—
Super Slash	4,000	—	Slasher 2	—

Event 5

Name	HP	Weakness	Charm	Win
Atropos XR	6,000	—	—	—
Debuggest	1,024	Lightning	Elixir	Shield
Display	1	—	Elixir	—
Laser Guard	400	—	—	—
Mother Brain	5,000	—	Blue Mail	—
Proto 4	1,024	Lightning	Elixir	Barrier

Event 6

Name	HP	Weakness	Charm	Win
Sun of Sun	2,100	—	Black Mail	—

Event 7

Name	HP	Weakness	Charm	Win
Giga Saur	2,250	—	Ruby Armor	Barrier
Leaper	800	Magic	Elixir	Shield
Fossil Ape	1,800	—	Mega Elixir	Lapis
Lizardactyl	1,950	—	Red Mail	—
Rust Tyrano	2,500	—	White Mail	—
Yakra XIII	18,000	—	White Mail	Mega Elixir

Event 8

Name	HP	Weakness	Charm	Win
Laser Guard	400	—	—	—
Incognito	110	—	Muscle Ring	—
Martello	1,245	—	Hyper Ether	—
Goon	2,800	—	Nova Armor	—
Synchrite	2,250	—	Gold Earring	—
Panel	1,875	—	Speed Tab	—
Boss Orb	850	—	—	—
Side Kick	1,250	—	—	—
Metal Mute	1,980	—	Power Meal	—
Flyclops	900	—	Gold Stud	—
Ruminator	1,500	—	—	—
Cybot	1,800	—	Hyper Ether	Power Meal
Tubster	1,250	Fire	PowerTab	Elixir
Blob	1,050	—	Magic Ring	Barrier
Alien	1,350	—	Magic Tab	Shield
Mega Mutant	4,600/3,850	—	Elixir/ Vigil Hat	—
Giga Mutant	5,800/4,950	—	Wall/ Hit Ring	—
Terra Mutant	7,860/20,000	—	Muscle Ring	—
Lavos Spawn	10,000	—	Haste Helmet	—
Zeal	12,000	—	Mega Elixir	Mega Elixir
Mammon Machine	18,000	—	Mega Elixir	—
Zeal (Face & Hands)	20,000	—	Prism Dress Mega Elixir Prism Helmet	—

How to find a Plus Ending

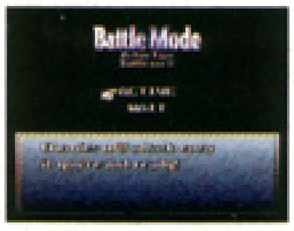
Use the "New Game Plus" file to return to the past and find some of the best endings in Chrono Trigger.

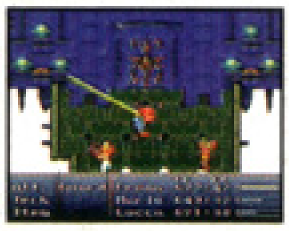
ALTERED DESTINIES

There are many endings in Chrono Trigger, but you can only see most of them if you finish the game a second time using the "New Game +" mode. The "New Game +" option won't appear on the file save screen until you defeat Lavos for the first time. After finishing the game, select the "New Game +" file and play again by selecting an old file. While you start over with a Wooden Sword and a Hide Tunic, your levels are sky-high, you remember all your spells and you have the same items in your inventory. Go beat Lavos! Depending on what you accomplish in your endeavors and how you get there, you can see a variety of endings!

Normal Endings

Start — **Enter Black Omen** — **vs. Lavos**



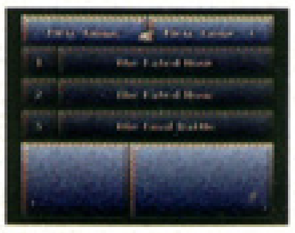


SOUND ENGINEER
EIJI NAKAMURA

All the normal endings are found by beating Lavos when your party battles through the Black Omen Fortress or warps in the Bucket at the End of Time. You need to beat Lavos in this manner to select the "New Game +" mode.

Multi Endings

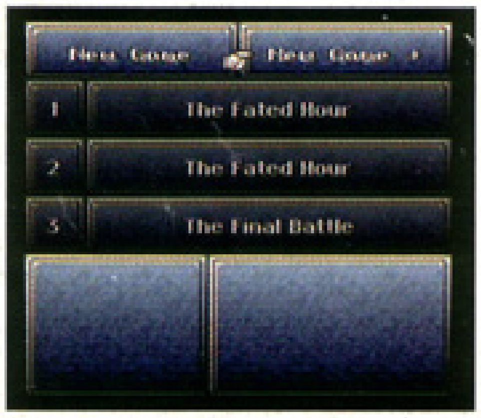
Start — **Enter New Gate** — **vs. Lavos**



After finishing the game, return to the Start Screen and select the "New Game +" file. The Lavos Gate appears in Leene Square. You can choose between playing the game or defeating Lavos. Endings depend on which quests you undertake.

SELECT THE " NEW GAME +"

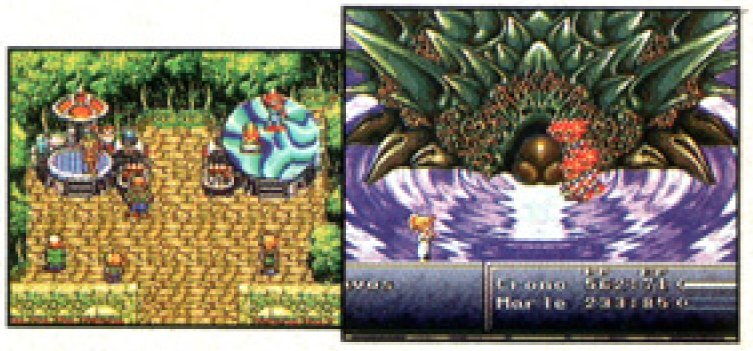
The "New Game +" mode is not available until you finish Chrono Trigger for the first time. When you restart your game in the plus mode, you keep your items and character attributes. Watch out, world! There's a tough new character in town and he's going to change history forever!



New Game | New Game +
1 The Fated Hour
2 The Fated Hour
3 The Final Battle

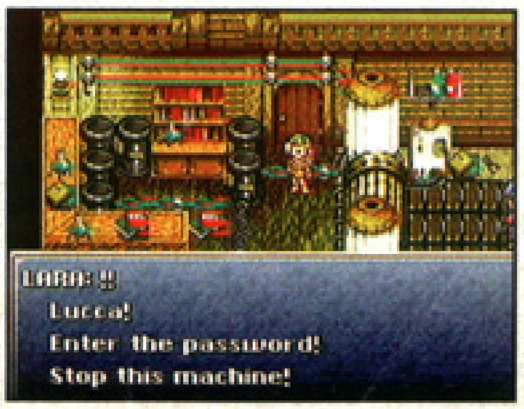
THE LAVOS GATE

Not everything is the same when you select "New Game +" mode. Look for the new gate in the right teleportation station in Leene Square. This is your direct link to Lavos and a quick shortcut to end of the game.

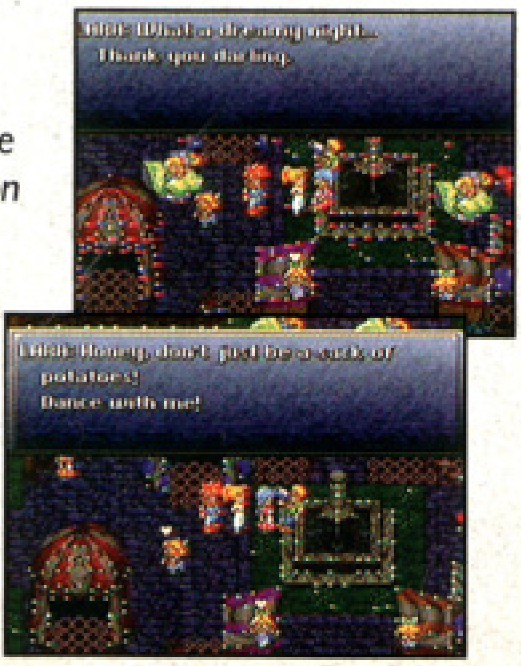


TIME CHANGES ALL THINGS

Your actions in the past and present change the outcome of the game. Talk to Gaspar at the End of Time for important clues on saving Lucca's Mother's legs, creating forests or deserts, and, finally, laying the Ghost of Cyrus to rest. Just remember that there could be severe consequences in the future for your seemingly trivial acts in the past.



LARA: !!
Lucca!
Enter the password!
Stop this machine!



LARA: What a dreamy night...
Thank you darling.

LARA: Honey, don't just be a sack of potatoes!
Dance with me!

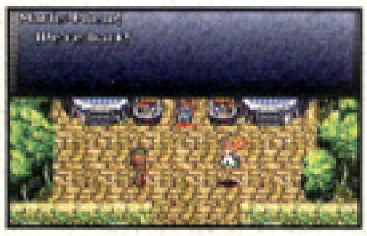
The Top 10 Endings

One of the best things about time travel is that you can always go back and change your future! Listed below are the some of the steps to finding a few of the endings in Chrono Trigger. Remember that you can't enter the Lavos Gate until you finish the game.

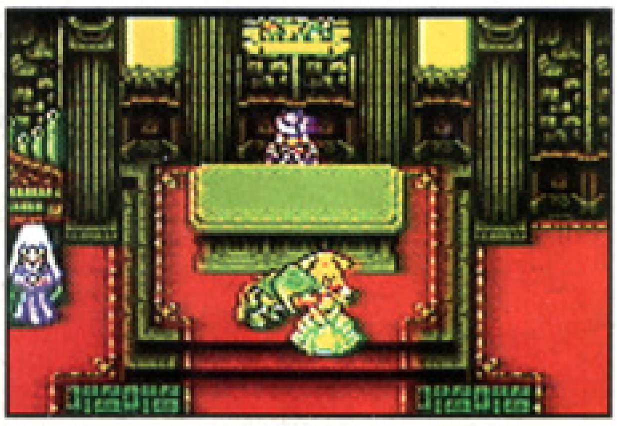
Ending No. 1

We're Back

Defeat Lavos by traveling through the Lavos Gate right after you return from A.D. 600. You must defeat Lavos before Crono is thrown in jail.



Leaping Lizards! Or is that frolicking frogs? Everyone throughout the world has turned into a toad! And Marle has a date at the altar with a dashing green prince!



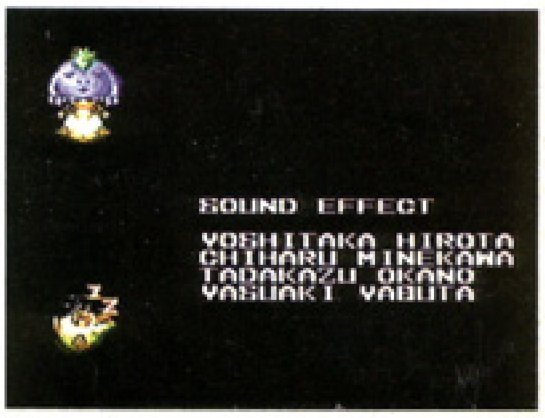
Ending No. 2

The Village of Magic

Defeat Lavos inside the Ocean Palace in 12,000 B.C. or by entering the Lavos Gate after you explore and complete the musty, damp Heckran Cave.

Nu has a frog friend! Watch them play as the staff credits roll. Chrono Trigger fans often refer to this as the "weak" ending. While it isn't a particularly great closing, it does beat seeing Lavos pulverize the world.

MUSIC
YASUNORI MIT
NOBUO UEMATS



SOUND EFFECT
YOSHITAKA HIROTA
CHIHARU MINEKAWA
TADAKAZU OKANO
YASUAKI YABUTA

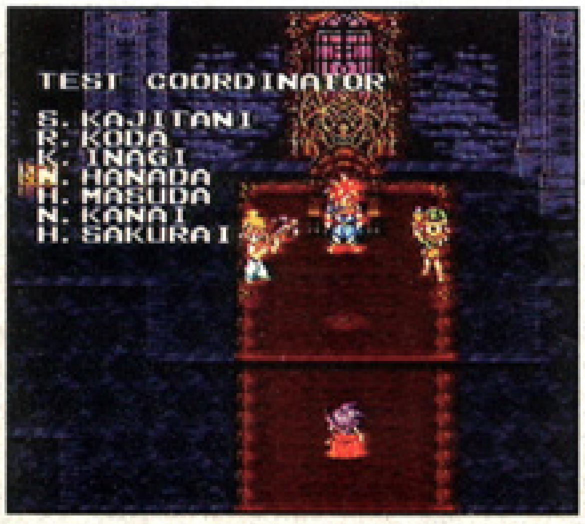
Ending No. 3

The Hero Appears

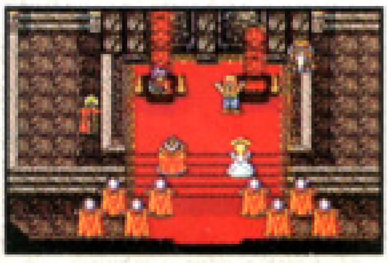
Defeat Lavos by entering the Lavos Gate after you defeat Zombor at the Zenan Bridge and before you receive the Hero's Medal from Tata.

Peace has been restored in the future, but a new villain appears in the Middle Ages. Tata, the legendary warrior of his era, has been called upon to defeat Crono.

SOUND ENGINEER
EIJI NAKAMURA



TEST COORDINATOR
S. KAJITANI
R. KODA
K. INAGI
N. HANADA
H. MASUDA
N. KANAI
H. SAKURAI

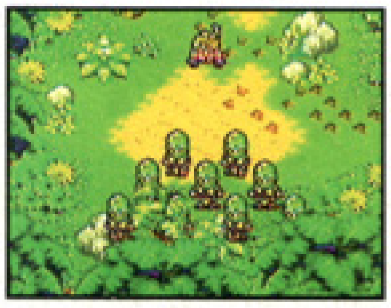


Ending No. 4

Tata & the Frog

Defeat Lavos by entering the Lavos Gate after you get the Hero's Medal from Tata. You won't see this ending if you travel back to 65,000,000 B.C.

This ending reveals the goings-on between Magus and his fellow monsters before they encounter Crono.



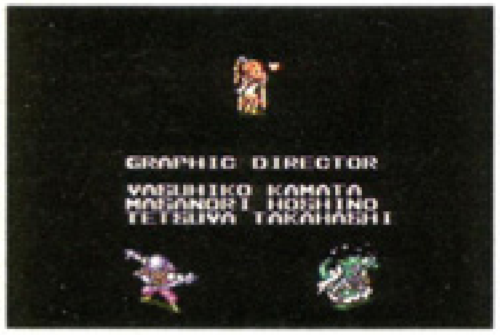
FIELD GRAPHIC
MASAAKI HAYASHI
TAKAYUKI ODACHI
YASUYUKI HONNE

Ending No. 5

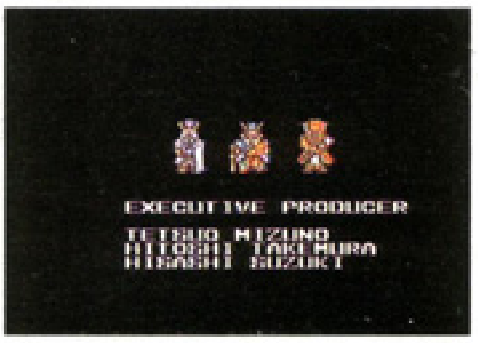
Foot Steps! Follow.

Defeat Lavos by entering the Lavos Gate after you return from 65,000,000 B.C. You cannot view this ending if you gave the Masamune Sword back to Frog.

Check out all the characters in the game, including the ones you didn't meet, as they appear between the programming credits.



GRAPHIC DIRECTOR
YASUHIKO KAMATA
MASANORI HOSHINO
TETSUYA TAKAHASHI



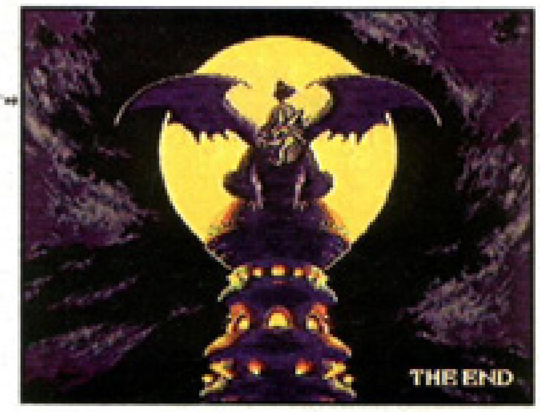
EXECUTIVE PRODUCER
TETSUO MIZUNO
HITOSHI TAKEMURA
HISASHI SUZUKI

Ending No. 6

The Masamune

Defeat Lavos by entering the Lavos Gate after you give the Masamune Sword back to Frog, but before you fight Magus in A.D. 600.

Peace is restored, but Frog has some unsettled business with Magus. Can Frog defeat Magus alone?

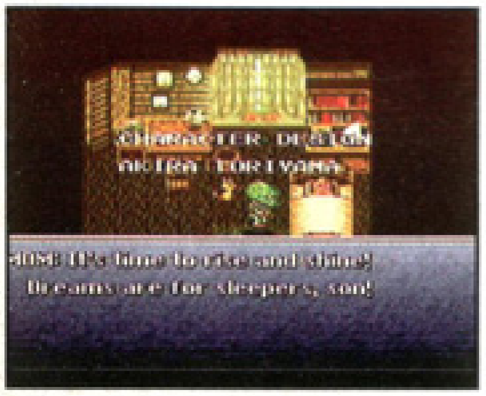


Ending No. 7

Unnatural Selection?

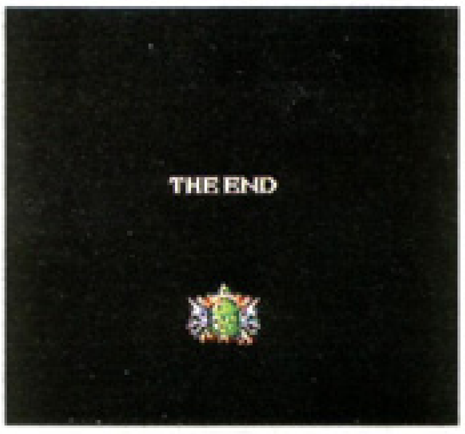
Defeat Lavos by entering the Lavos Gate after you have Ayla back in your party. This is the Reptite Ending.

The game returns to where you started, but now everyone is a Reptite! What a Jurassic lark!



CHARACTER DESIGN
AKIRA TORIYAMA

OSE: It's time to rise and shine!
Dreams are for sleepers, son!

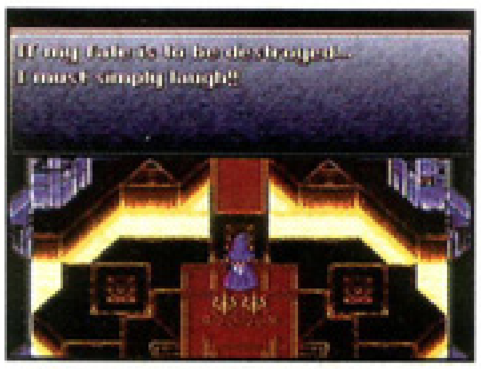


Ending No. 8

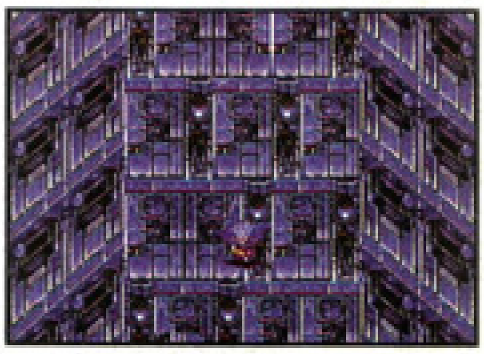
The Magic Kingdom

Defeat Lavos by entering the Lavos Gate in Leene Square after defeating Magus. You must defeat him before Schala opens the seal.

This ending shows Magus confronting Lavos in a final battle during the Middle Ages. Magus knows that this is the only way to save Schala from an untimely demise.



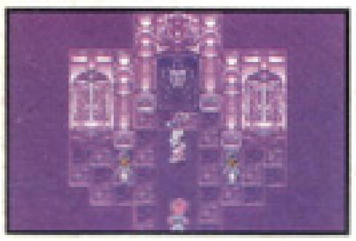
If my fate is to be destroyed...
I must simply laugh!



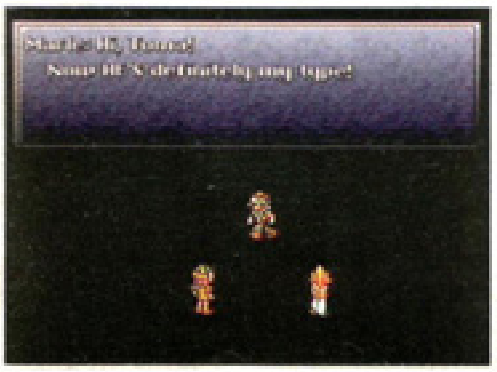
Ending No. 9

The Magic Kingdom

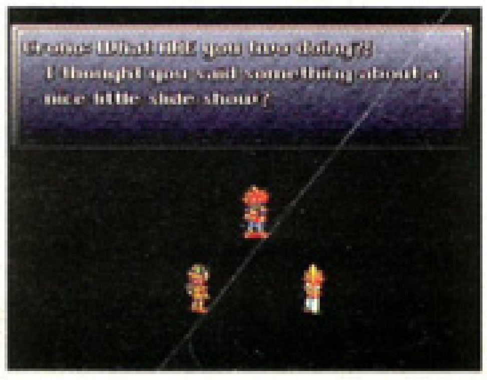
Defeat Lavos by entering the Lavos Gate in Leene Square after defeating Magus and just after Schala opens the magic seal in the Ocean Palace.



Lucca and Marle conduct a critical evaluation of the male characters in the game. Is Crono Marle's type? Will Frog get a kiss? Does Lucca like long walks on the beach?



Now HE'S definitely my type!



Crono: What ARE you two doing?!
I thought you said something about a nice little slide show?

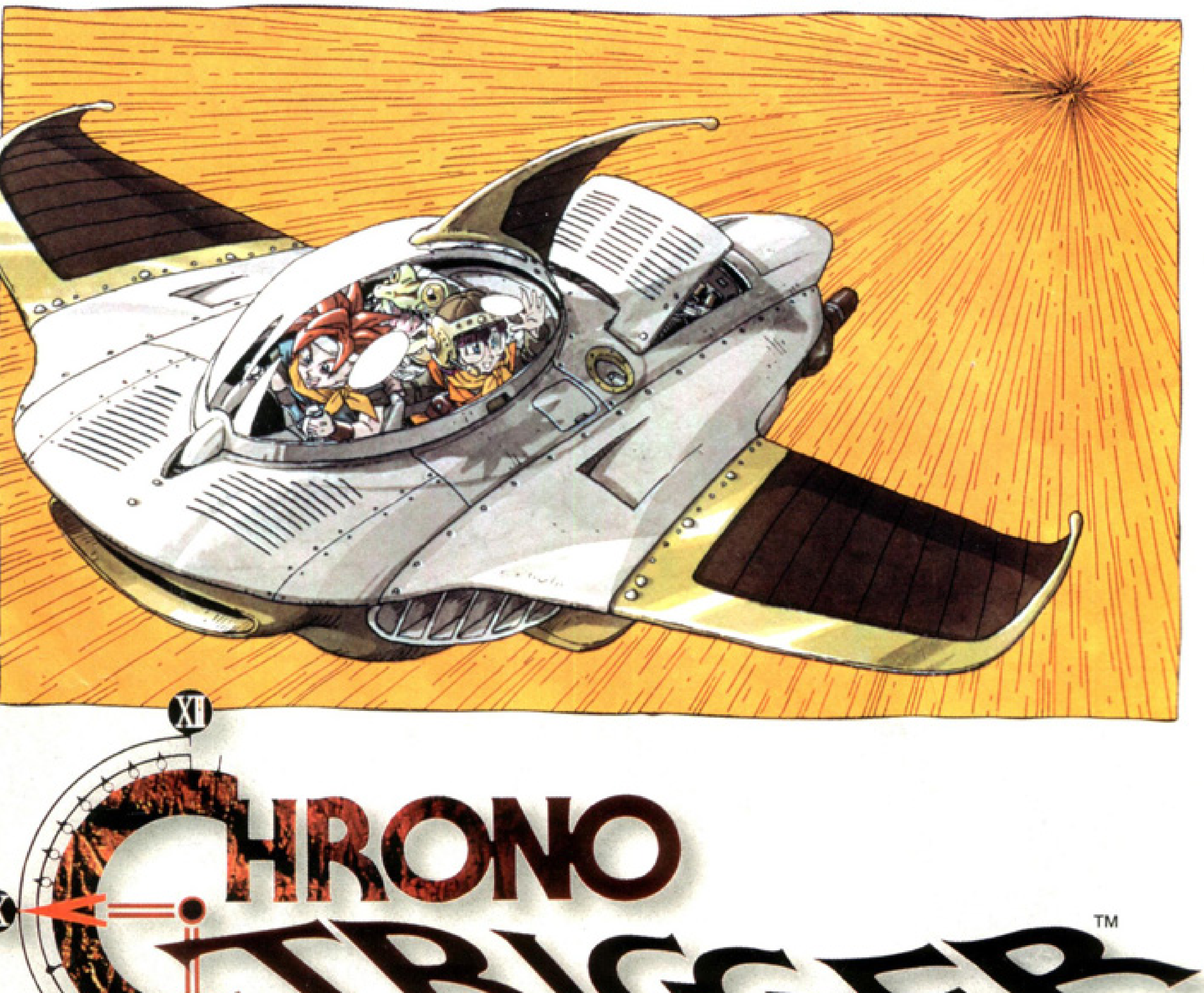
Ending No. 10

The Millennial Fair

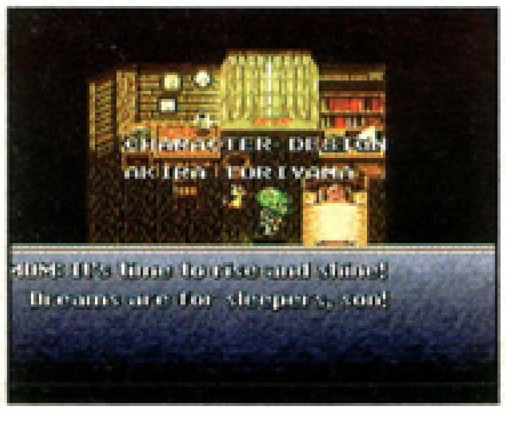
Beat Lavos by entering the Lavos Gate in the beginning of the game on the "New Game +" file. This is one of the most difficult (and best) endings.

If you get this ending, you'll catch some behind-the-scenes humor from Square's development department!

The End

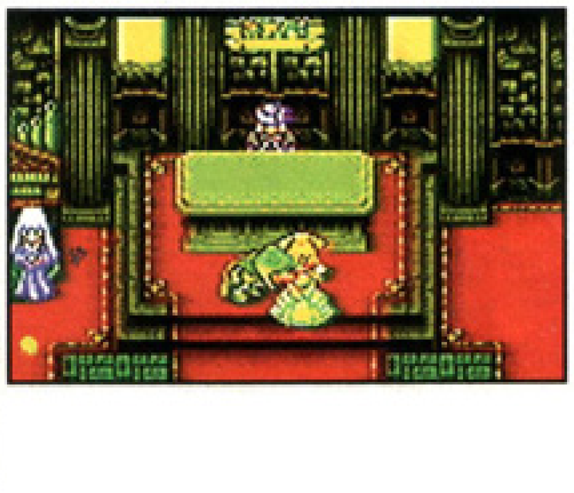


CHRONO TRIGGER™



CHARACTER DESIGN
AKIRA TORIYAMA

OM: It's time to rise and shine!
Dreams are for sleepers, son!



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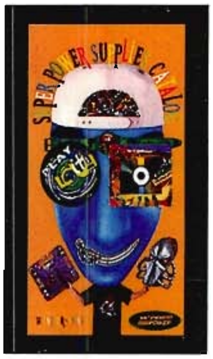

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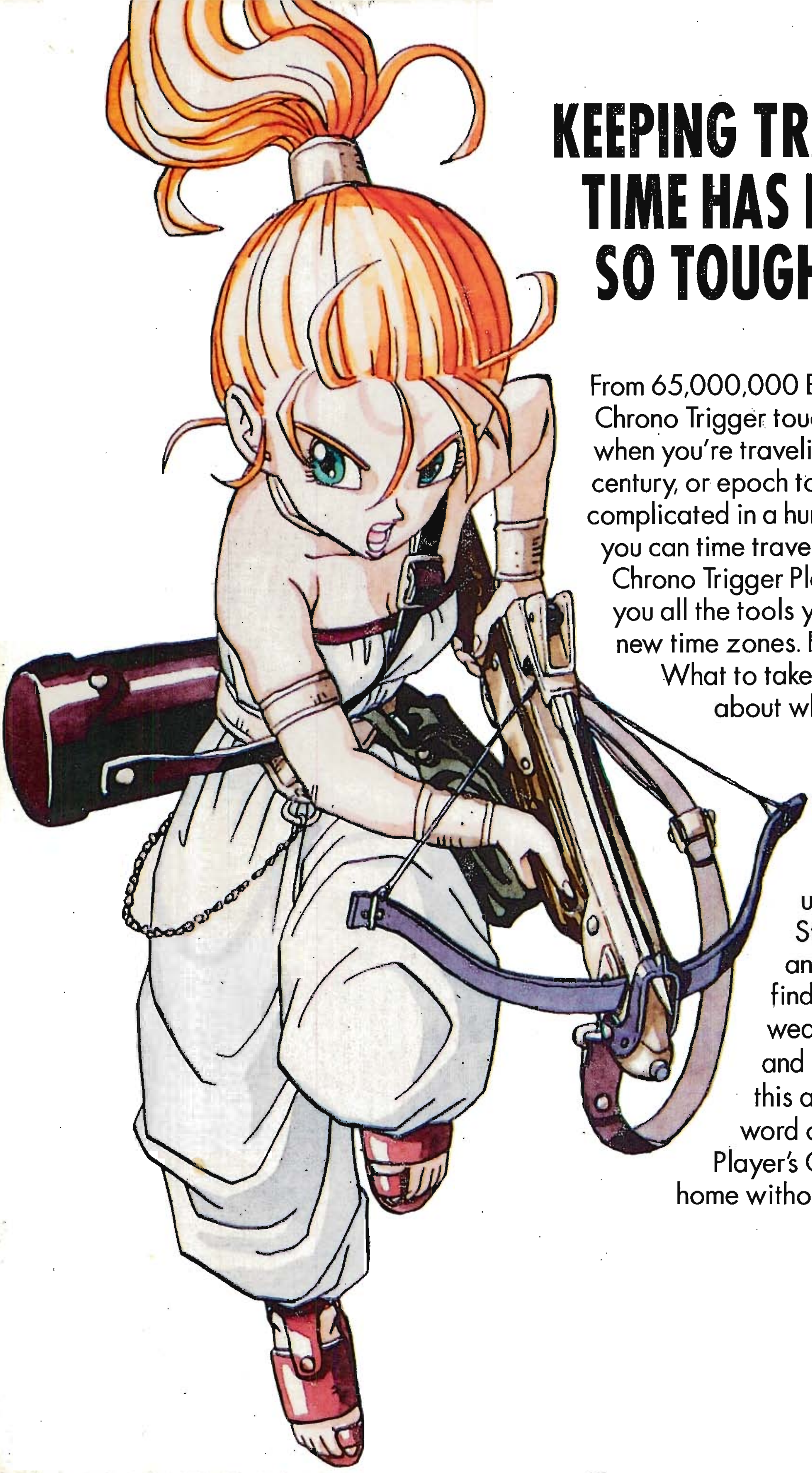

KEEPING TRACK OF TIME HAS NEVER BEEN SO TOUGH!

From 65,000,000 B.C. to the End of Time, Chrono Trigger touches down in time, and when you're traveling from century to century, or epoch to epoch, life becomes complicated in a hurry. But don't despair—you can time travel in style with the Chrono Trigger Player's Guide. It gives you all the tools you need to navigate in new time zones. Find out where to stay. What to take. What to buy. Read about who you should meet—and who you should miss. Peruse complete maps for every time period to find your way around unfamiliar territory. Study exhaustive lists and charts to see how to find and use the countless weapons, items, treasures and spells to be found in this age-spanning RPG. A word of advice about the Player's Guide: Don't leave home without it.

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